

ALIENS

GET AWAY FROM HER, YOU B***H!

Expansion



RULEBOOK



EXPANSION OVERVIEW

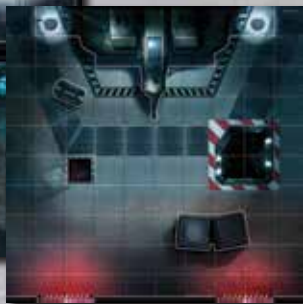
The Aliens have taken Newt and some of our own Marines. We don't leave anyone behind. We do whatever we need to do to retrieve them and get back to the ship...

*Aliens: Get Away From Her, You B**h!* expands the Campaign to five expanded Missions and adds five new Bug Hunt Missions, two of which feature the Alien Queen. It also allows one player to play as the Alien Hive, giving you another way to play Campaign and Bug Hunt Missions. This expansion is not a stand alone game. You will need copy of the *Aliens: Another Glorious Day in the Corps* to use this expansion.

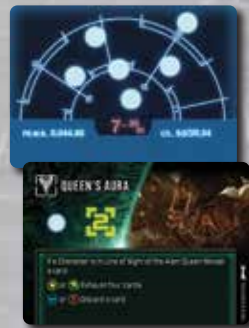
COMPONENTS



GAMEBOARDS x4



ENDURANCE CARDS x25



MOTION TRACKER CARDS x25



WILLPOWER DIAL



HIVE CARD ORGANIZER



HIVEMIND CARDS x31



MISSION CARDS x11



HIVE HAZARD CARDS x6



ALIEN PHASE & WILLPOWER ACTIONS CARD



**BLIP
TOKENS x21**



**ALIEN QUEEN
DAMAGE TOKENS x8**



**ALIEN EGG
TOKENS x8**



**TUNNEL
TOKENS x4**



**CRATE
TOKENS x8**



**COMPUTER
TOKENS x4**



AIRLOCK DOOR TILES x2



**POWER LOADER
STATS OVERLAY**



CHARACTER CARDS x2



**AIM
DIALS x2**



M577 ARMORED PERSONNEL CARRIER



**M577 APC
DAMAGE TOKENS x6**



ALIEN QUEEN



P-5000 Power Loader



Enraged Ripley



Bishop



Broken Bishop

CHARACTER MODELS x4

WHAT'S NEW

EXTENDED CAMPAIGN

This expansion takes the three campaign missions in the core game and boosts them with an enlarged playing area and new challenges, then extends the story with two new missions, ending with the climatic battle against the Alien Queen.

BIGGER BUG HUNTS

Five new Bug Hunt Missions use the new gameboards to give you bigger playing areas and new challenges. Drive the P-5000 Power Loader or the M577 APC, or face the fearsome Alien Queen.

ENLARGED FIRETEAMS

The new bug hunt missions allow you to field a fireteam of up to eight Characters. You can either have more players, or more grunts as backup to your players' heroes.

ENRAGED RIPLEY

When the Aliens capture Newt, Ripley forms a one-woman rescue team. Enraged Ripley replaces the original Ripley, transforming her into a raging mother protecting her adopted offspring.

SYNTHETIC CHARACTERS

This expansion adds a new type of playable character, a Synthetic named Bishop. As an artificial person, Bishop has unique abilities, strengths, and weaknesses.

PLAY AS THE ALIEN HIVE

One player can play as the Aliens against all of the other players. This player uses the Alien Queen's Willpower to guide the Alien Hive in its battle against the Marines.

ALIEN QUEEN

The Alien Queen is the mother of all Aliens. When her eggs are threatened, she adds a larger more fearsome Alien model to your campaign and bug hunt games. It will take everything you have to deal with this massive threat.

P-5000 POWER LOADER

You have access to the epic P-5000 Power Loader to help you defeat the Alien Queen. Any character can jump into this mechanical suit to take on the Alien Queen.

M577 APC

Ride the M577 APC (Armored Personnel Carrier) into battle. The M577 is a light armored tactical response vehicle capable of carrying your marines at high speed and armed with two twin-gun turrets. Perfect for dealing with the Alien menace in your bug hunts.

GREATER ENDURANCE

Facing the Alien Queen and surviving the extended campaign requires more resources, so this expansion adds extra cards to your Endurance Deck.

GREATER DANGER

Along with more Endurance cards, there are new Motion Tracker cards, including some that introduce the Alien Queen's role to the game.

NOTE: Endurance cards and Motion Tracker cards in this expansion are marked with a Power Loader Claw.

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EXTENDED CAMPAIGN & BIGGER BUG HUNTS

The new Campaign missions found in this expansion can be played individually or linked together to form an even longer five-game Campaign. You and your teammates will need to work together to make sure you survive the Campaign and live to tell about it!

During a Campaign, players play through each Mission in order, starting with Mission 1: Newt and concluding with Mission 5: Sulaco. You may elect to launch a Rescue Mission or Supply Mission between campaign missions as normal (pg. 25 of the Aliens core game rulebook).

Play the Missions in the following order:

MISSION 1: NEWT

MISSION 2: ESCAPE

MISSION 3: SURVIVE

MISSION 4: RETRIEVE

MISSION 5: SULACO



APC CHASE

You can also play APC Chase in-between Campaign Missions 2 and 3 to give your Fireteam an added challenge, and recreate the epic escape from the Air Processing Plant without blowing the transaxle.

GREATER ENDURANCE

You'll need more resources to survive to return to the Sulaco. When you play the longer five-mission Campaign, or the bigger Bug Hunt Missions, add the new Endurance cards to the Endurance Deck.

GREATER DANGER

The Alien threat is also extended in these new missions with the addition of new Motion Tracker cards. Add all of the new Motion Tracker cards except the Alien Queen Motion Tracker cards to the Motion Tracker Deck for this longer Campaign or Bigger Bug Hunt Missions.

ALIEN QUEEN MISSIONS

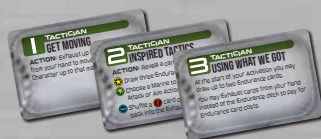
When playing the two new Missions: Mission 4: Retrieve and Mission 5: Sulaco, or Bug Hunts involving the Alien Queen, add the ten Alien Queen Motion Tracker cards to the Motion Tracker Deck.

ALIEN HIVE PLAYER

You can add an extra player to your Campaign or Bug Hunts to play as the Alien Hive (pg. 6). This gives your Marines a clever and calculating opponent.

EXPERIENCE CARDS

If you have the *Aliens: Ultimate Badasses* expansion, you can also add Experience cards to your Campaign or Bug Hunts. We recommend using Experience cards if you have a Hive player.



ENLARGED BUG HUNT FIRETEAMS

The new Bug Hunt Missions feature bigger playing spaces and greater threats, so they allow you to field a larger eight-person fireteam (pg. 12).

PLAYING AS THE ALIEN HIVE

You can play Aliens with one person playing as the Alien Hive. This requires some additional setup and adds an additional Hivemind step at the start of the Aliens Phase.

Use the Alien Phase and Willpower Actions card as a reference.

SET UP

When setting up the game, the Hive player places the Hivemind Deck, the Hive Hazard cards, and the Willpower Dial in the Hive Card Organizer. They separate out the Nature cards from the Hivemind Deck. They select one at random as the starting Hive Nature, then shuffle the rest back into the Hivemind Deck. Set the Willpower Dial to 4.



HIVE HAZARD CARDS

The Hive Hazard cards are added to the Endurance Deck or placed on Characters during the game as a result of cards in the Hivemind Deck. Hive Hazard cards are Hazard cards for all purposes.

WILLPOWER



The Hive Player uses the Willpower Dial to keep track of how much Willpower they have available. The Hive player starts the game with four Willpower, and can never have more than ten Willpower at any time. Once they reach ten Willpower, they cannot gain any more Willpower until they spend some.

HIVE KNOWLEDGE

As the Hive player you may always look at face-down Blips in play, and the topmost Motion Tracker card of the Motion Tracker Deck.

CONTROLLING THE HIVE

Whenever there is a tie for where an Alien model or Blip will be placed or move, or who they will attack, the Hive player chooses where they will be placed or move, or who they will attack.

THE ALIEN PHASE: HIVEMIND STEP

Including a Hive player adds another step at the Start of the Alien Phase, the Hivemind Step, in which the Hive Player does the following.

A. GAIN 4 WILLPOWER

The Hive player gains 4 Willpower, adjusting the Willpower Dial accordingly. If this takes your Willpower to above ten, set the dial to ten instead.

B. DRAW A HIVEMIND CARD

Draw a Hivemind card.

ALIEN PHASE STEPS

STEP 1: Hivemind Step

- Gain 4 Willpower
- Draw a Hivemind Card
- Use Willpower
- Discard To Hand Size

STEP 1: Activate Aliens

STEP 2: Activate Blips

STEP 3: Draw Motion Tracker cards

C. USE WILLPOWER

Spend Willpower to take Willpower Actions or to play Hivemind cards. You can take as many Actions and play as many cards as you wish, as long as you have enough Willpower to pay for them.

TAKING WILLPOWER ACTIONS: Willpower Actions cost the amount shown in the Willpower Actions table. Note: you can only move the Alien Queen once in each Hive Phase.

PLAYING HIVEMIND CARDS: Hivemind cards cost the amount shown on the card. Note: if you play a Nature card, you must discard any other Nature card in play.

MOVING ALIENS: When the Hive player uses Willpower Actions to move an Alien model, they may move them in any direction.

D. DISCARD TO HAND SIZE

If you have more than three Hivemind cards at the end of the Hivemind Step, you must discard down to three Hivemind cards.

WILLPOWER ACTIONS

- 1** **MOVE:** Move an Alien model (other than the Alien Queen) or Blip token one space.
- 2** **DRAW:** Draw a Hivemind card.
- 2** **SWAP BLIPS:** Choose two Blip tokens on the board and swap them.
- 2** **REORDER DECK:** Put the topmost Motion Tracker card on the bottom of the deck.
- 3** **MOVE QUEEN:** Move Alien Queen model up to three spaces. Limit once per Hivemind Step.
- 1** **HEAL QUEEN:** Remove one Damage token from the Alien Queen.

HIVEMIND DECK

The Hivemind Deck is made up of three types of cards; Nature, Instinct, and Reaction. The Hive player plays Hivemind cards by spending Willpower equal to a cards cost in the Hivemind Step of the Aliens Phase (pg. 6). They may play as many Hivemind cards as they have in their hand and have Willpower to pay for.

NATURE

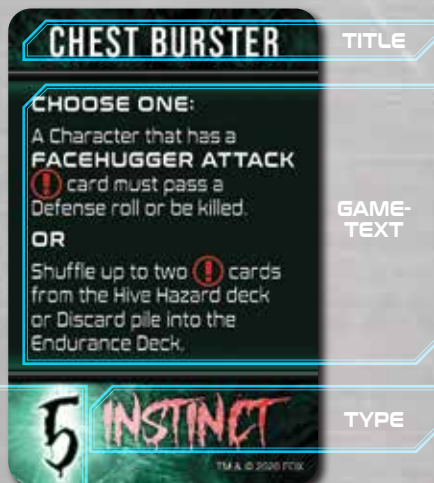
Nature cards have continuous effects that stay in play until the Hive player plays another Nature card. They may only have one Nature card in play at any one time. Whenever a new Nature card is put into play, discard the previous Nature card.

INSTINCT

When an Instinct card is played, follow the instructions on the card, then discard it.

REACTION

Reaction cards can only be played when the situation described on the card arises. The Hive player can only play one Reaction card per turn.



WILLPOWER COST

RUNNING OUT OF CARDS

When you draw the last Hivemind card from its deck, shuffle the Hivemind Discard Pile to create a new Hivemind Deck.

MOVING LARGE MODELS

Large models like the Power Loader and the Alien Queen occupy a square of four spaces on the board. These spaces cannot contain another large model, and cannot be separated by walls or Barricaded doors.

To move a large model, move it one space at a time (including diagonally) such that the model still occupies four legal spaces at each point in its move.

If the large model ends its movement with a smaller friendly model under it, the player moves the friendly models one space in any direction to make room for the large model. If it is impossible to move all of the friendly models out of the way, the large model cannot move into that space. If the Alien Queen is moving and there is no Hive player, the player with the highest rank moves the Alien models out of the way for it.

For example, the Power Loader can't move through the narrow gap in front of it, so must go the long way around the path on the left.



ALIEN QUEEN

ACTIVATING THE ALIEN QUEEN

In the 1. Activate Aliens Step of the Alien Phase, the Alien Queen moves and acts like any other Alien model. The Alien Queen ignores Characters that she cannot reach (due to narrow doors or passages, or other obstacles) when determining where she will move.

When attacking, the Alien Queen can attack Characters within two spaces of its model, but will choose the closest Character if there is a choice. Characters attacked by the Alien Queen add +3 to their Defense rolls.

LARGE MODEL

The Alien Queen is a Large Model and uses the rules above when moving.

ALIEN QUEEN MOTION TRACKER CARDS

Always add the ten Alien Queen Motion Tracker cards to the Motion Tracker Deck in games that use the Alien Queen.

ATTACKING THE ALIEN QUEEN

Characters can take Attack Actions against the Alien Queen in the same way they would against a normal Alien. However, each time the Alien Queen would be Killed by an attack or counterattack, she gains a Damage token instead.

When playing a Campaign Mission, the Alien Queen does not Activate if she starts the Alien Phase with six or more Damage tokens. Instead, she removes all Damage tokens. The Alien Queen can only be Killed in a Campaign Mission by throwing her out of the airlock.

When playing a Bug Hunt Mission, the Alien Queen is Mortally Wounded when she has 15 or more Damage tokens. If the Alien Queen is Mortally Wounded at the start of an Alien Phase, the Alien Queen and all Alien models and Blip tokens go into a frenzy moving an additional two spaces. At the end of that Alien Phase, the Alien Queen is Killed and removed from the game (even if she removes Damage tokens using Willpower).



ALIEN QUEEN MOTION TRACKER CARDS: These cards are only used with the Alien Queen.



1 QUEEN
DAMAGE



5 QUEEN
DAMAGE

P-5000 POWER LOADER

MOUNTING A POWER LOADER

Any Character may mount an empty Power Loader by taking an Interact Action next to an empty Power Loader model. If you do this, return any non-Backup Weapon attached to that Character to your hand, place the Power Loader Stats overlay on the Character's card, and remove the Character's model from the game. That Character now counts the Power Loader as their model.

The Character's Speed, Defense and Melee stats are replaced by those on the Power Loader Stats Overlay. You cannot equip a Character mounted in the Power Loader with a non-Backup weapon.



DISMOUNTING

To dismount from the Power Loader, a Character must take an Interact Action. If you do this, remove the Power Loader Stats overlay from the Character's card and place the Character's model anywhere within a single space of the Power Loader. The Power Loader is now empty and can be mounted by a different Character.

POWER LOADER IN COMBAT

You can take an Attack Action with the Power Loader against any Alien model in a space next to it.

When attacking an Alien model, roll the Marine die. If you rolled under your Aim Dial's number, you scored a hit. If you attacked the Alien Queen, you immediately move the Alien Queen two spaces in any direction, then move the Power Loader to stay adjacent to it.

If you attacked any other Alien model, remove the Alien model from play along with any Alien tokens under it. If you rolled a 2 or less you may immediately make another attack using the Power Loader.

After making an attack with the Power Loader decrease your Aim Dial by two instead of the normal one.

ATTACKING THE POWER LOADER

Alien models attack a Character in the Power Loader like any other Character. If a Character in the Power Loader fails a defense roll, instead of being knocked down, they are pushed back two spaces directly away from the attacking model (or as far as possible, if less). If they roll a 10 or more, the Character is killed. Remove the Power Loader Stats overlay from the Character. The Power Loader is now empty.

RIPLEY — CLASS 2 LICENSE

When Ripley or Enraged Ripley is in the Power Loader, she gains -1 to her defense rolls.



M577 ARMORED PERSONNEL CARRIER

The M577 Armored Personnel Carrier (APC for short) gives the Marines mobile firepower and protected transport.

THE M577 APC

The APC occupies a 3x7 rectangle of spaces. These cannot contain impassable terrain or a large model, and cannot be separated by walls.

The M577 APC can only be entered or exited through its door. All other edges of the APC are walls which as usual cannot be moved, attacked, or interacted through. If any Character entered or exited the APC during the Marine Phase, the APC door is open during the Alien Phase. Otherwise it is closed. Aliens can attempt to open the APC door for the rest of the Alien Phase in the same way they would remove a Barricade marker.

If the APC moves, all models and tokens in the APC move with it.

CREW POSITIONS

There are five specific crew positions in the APC:



DRIVER

A Character in the Driver's space may take an Interact Action and perform a Tech Test. If they pass, the APC can move up to five spaces, otherwise it can only move three spaces.

The speed of the APC is reduced by one for each Damage token it has. The APC can move forward or backwards (including diagonally, but not sideways). Move the APC one space at a time such that it still occupies legal spaces at each point in its move.

The APC does not have to stop its movement when it enters a space adjacent to an Alien model (other than the Alien Queen). If it moves into a space containing an Alien model, the Alien Model immediately resolves an Attack against the APC, and then is Killed. If it was a swarm, all of the Aliens in the Swarm are Killed.

If the APC model ends its movement with a Character under it, the player moves the Character one space in any direction to make room for the APC. If it is not possible to move all of the Characters out of the way, the APC cannot move into that space.

If the APC moves through a Barricaded door, remove the Barricade.





TURRET GUNNERS

A Character in the Front or Rear Turret Gunner's space may take an Attack Action with their turret. Exhaust three cards and roll two Marine dice, discarding the highest result. A roll of 7 or less will kill an Alien model and any tokens under it. The target number to kill an Alien model is reduced by one for each Damage token it has.

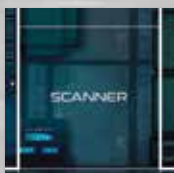


Turret weapons can only target spaces outside the APC. The front turret draws its Line of Sight from the Front Turret Gunner space, ignoring parts of the APC in front of or to the right of that space. The rear turret draws its Line of Sight from the Rear Turret Gunner space, ignoring the whole APC.



DOOR GUNNER

A Character in the Door Gunner's space may take an Attack Action with their weapon against Aliens outside the APC. If they do this, the APC door is open during the Alien Phase. Characters in other spaces can only take Attack Actions against Aliens inside the APC.



SCANNER

A Character in the Scanner's space may take an Interact Action and perform a Tech test. If they pass, you may look at any one Blip token.



REPAIR

A Character in a Repair space may take an Interact Action and perform a Tech test to repair the APC. If they pass, remove one Damage token from the APC. If you rolled a ★ for the Tech test, remove two Damage tokens instead.

ALIEN MOVEMENT

Alien, Alien Queen models, and Blips treat the M577 APC as a Character when moving and attacking. So, if the APC is closer than any other Character, they will move towards the APC, and Blips that move into line of sight of the APC are revealed.

ALIEN ATTACKS

Alien models attack the M577 APC as if it were a Character. The APC has a Defense of 5 and a Melee of 2. If the APC fails a defense roll, instead of being killed or knocked down, it gains a Damage token.



APC DAMAGE TOKEN



NEW CHARACTERS AND FIRETEAMS

BISHOP THE SYNTHETIC

Synthetics like Bishop are androids or 'artificial persons', so do not attract the attention of Alien models. If an Alien model can move into a space next to a non-Synthetic Character to attack them, it will. If it cannot do that, but can move into a space next to a Synthetic Character and attack them, it will.

If the Alien model cannot move into a space next to any Character, it will move towards the nearest non-Synthetic Character. It will only move towards a Synthetic Character if they are the only Character it can move towards.

Synthetic Characters cannot have Hazard cards (⚠) placed on them. When they draw or reveal a Hazard card (⚠) that would be placed on them, Recycle the card instead. If a Hivemind player can only place a Hazard card (⚠) on a Synthetic Character, they Discard the card instead.



ENRAGED RIPLEY

You may replace the Ripley Character with the Enraged Ripley Character at the start of any Mission. You may not have both Ripley and Enraged Ripley in the same Fireteam.



FIRETEAMS

At the start of a mission, the players choose up to six Characters to field in their Fireteam (or eight Characters for the new bigger Bug Hunt Missions in this expansion). The players then each choose which Characters they want to play, flipping them from their Grunt side to their Hero side.

Any remaining Characters are not in the game and are held in reserve for later missions. You can change which Characters are in reserve at the start of a new mission.

NEWT

Newt must be fielded in Campaign Missions, unless she has been captured or killed, or the mission states otherwise. Newt is fielded in addition to the six characters you select for the mission.

Newt is not used in Bug Hunt Missions.

CARRYING NEWT

If Newt is in a space next to Enraged Ripley, she may take an Interact Action to pick up Newt. When Newt is picked up, place her model on Enraged Ripley's Character card. Enraged Ripley may set Newt down at any time during her Activation by placing Newt's model in a space next to herself. If Enraged Ripley is Killed or Knocked Down, she must immediately set Newt down.

In a turn in which she is carried, Newt may only perform Rest Actions during her Activation. While she is being carried, Newt cannot be attacked by Alien models.

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