

Aliens Predator Customizable Card Game

Official Online Rule Book

VERSION 2

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Section 1: Introduction

Game Objectives and Species/Faction Goals

In the Aliens Predator Customizable Card Game (CCG), players become a band of underhanded Rogues, a squad of Colonial Marines, a cunning Predator, or an Alien Hive. As a Rogue band, steal data or kidnap hostages (Supporting Characters). As a Marine squad, find and rescue civilians (Supporting Characters). As a Predator, hunt the fiercest foes the galaxy has to offer. Or, as an Alien Hive, expand until the entire area is your domain.

Two or more players can play the Aliens Predator CCG. The game is played in turns; each turn consists of Rounds, which allow the players to construct the battleground, fight each other, and search for Supporting Characters and Items. Each player plays out new Locations, Items, and Supporting Characters during game play.

There are three main Species in the Aliens Predator CCG: Humans, Predators, and Aliens. Certain Species are further divided into Factions. For example, the Rogues and the Marines are two Factions of the Human Species. Each Faction or Species can usually win the game by killing all of the opponents' Main Characters.

However, each Faction or Species also has its own unique way of winning the game WITHOUT having to kill all opponents. For the Rogue Player, victory may consist of stealing a certain amount of data, or kidnapping a certain number of hostages. The Marines Player may achieve victory by rescuing the required number of Supporting Characters. For the Predator Player, victory may consist of satisfying the honor requirements of the hunt he has chosen. For the Aliens Player, victory may consist of turning all locations on the battleground into part of the Alien Hive.

The Aliens Predator CCG is a Scenario-based game. That means, that while the basic framework of the game remains the same throughout, Victory Conditions and other requirements may vary from Scenario to Scenario. Players may even design their own Scenarios, recreating exciting situations from the various Aliens and Predator movies!

Stuff You Need In Order To Play The Game

Each Marines, Predator, or Aliens player will need a Premiere edition Starter Deck in order to play the game. The Rogue and Cloned Aliens (discussed later) players will need to collect cards from the Aliens Predator: Alien Resurrection expansion set.

For the Marines, Predator, and Aliens, the Aliens Predator CCG is sold in Starter Decks of 60 cards. Starter decks are pre-configured for use with one of these three Species/Factions: Marines, Predator, or Aliens. Starter Decks are NOT currently made for Rogues or Cloned Aliens (discussed later). Each Starter Deck contains a fixed set of 50 cards, plus 10 additional random cards (8 uncommon and 2 rare).

Players may further collect cards and customize their decks with Booster Packs. Premiere Booster Packs contain 15 random cards (1 rare, 4 uncommon, and 10 common). Booster Packs for various Aliens Predator expansion sets contain 9 random cards (1 rare, 2 uncommon, and 6 common). All cards are part of the Aliens Predator CCG, but not all cards are playable by each Species/Faction. Players choose one Species or Faction to play, and may only play Main Character cards of that Species.

Starter Decks provide a six-sided die and markers, in addition to each Species or Faction's pre-configured deck. The Species markers are used to keep track of where characters might be located on the battleground when they use Hidden Movement. Aliens also use Species markers in making more Aliens, and forming large Alien groups (discussed later). Some players also like to use the Species markers to show where their characters are located even when NOT hidden (instead of moving the actual character cards). The remaining markers are used to keep track of damage applied to characters in combat (Damage symbol here), or Combat Pool points ().

Starter Decks also contain a small gray rule book, and a "quick start" Briefing sheet. Both of these are now considered out-of-date, and have been superseded by these online rules. The "Little Gray" book is still a good quick-reference and turn sequence guide, but some of the information it gives is incorrect. Wherever the "Little Gray" book and these online rules conflict, these rules hold a higher authority.

Each game is played in a specific game situation called a Scenario. The Scenario chosen defines what forces meet, how to set up the game, how many people can play, and the Victory Conditions. In addition, each Scenario may provide special rules that apply only for that Scenario. Depending on the chosen Scenario, any number of different Rogue Bands, Marine Squads, Predators, and Alien Hives can oppose each other on the same battleground.

The [Contact Scenario](#) is the standard default Scenario for 2 to 4 players. Each player builds up the battleground as the game progresses, finding Items and Supporting Characters, and combating the enemy.

The [Dark Siege Scenario](#) is a simple but fast-paced tournament Scenario specifically designed to be used with the Marines, Predator, and Aliens Starter Decks. It is ideal for newer players who have just started their collections. It is intended for 2-3 players. [Aftermath](#), the follow-up non-tournament version of Dark Siege, may be played by any number of players, in any combination of Species.

The [Countdown](#) and [Planetfall](#) Scenarios are two more advanced Scenarios, for 2 to 4 players, simulating events from the Aliens and Predator movies, for a more involved and intense gaming experience.

Section 2: The Cards

Main Characters

Two card types represent living creatures. The first type, are Main Character cards: Humans (and Synthetics), Predators, and Aliens.



1 - **Name** The name of the card. Words located in the card Names of Characters, Locations and Items also count as Resources for that card.

2 - **Speed** Speed is an Attribute used for two different abilities: defense (how hard the character is to hit in combat) and movement (how many locations a character may move).

Example: A character with a Speed of 2 can move 2 locations during the Movement Round. Anyone attacking him must roll above a 2 with the die to hit him.

3 - **Power** Power is another Attribute used for two different abilities: damage (the base damage a

character can inflict in "hand-to-hand" Close Combat) and resistance (how much damage a character can resist from a hit, before he starts taking damage points). Hand-to-hand weapons add to a character's base damage, while guns (Ranged weapons) usually replace it. If a character's Power is reduced to 0, the character dies.

Example: An Alien Warrior with Power 5 attacks (and hits) a Predator with Power 6 (by rolling higher than the target's defense). The Alien Warrior's effect text gives him +3 to his base damage, so he does 5 (Power) + 3 = 8 damage. The Predator has 6 Power, and so resists the first 6 points of damage. The Predator suffers the difference: 8 (Alien damage) - 6 (Predator resistance) = 2 (damage taken). The Predator suffers 2 points of damage; his Attributes and Abilities are reduced by 2, and 4 more points of damage will kill him (refer to section on THE EFFECT OF DAMAGE).

4 - Resources and Restrictions Main Characters possess Resources. Resources represent characteristics or skills that character has. These Resources sometimes indicate the character's Species or Faction, make a character a valid target for certain Events (another card type), or allow him to find Items, when those Items have the matching Restriction. Some special Items also require a character to possess a certain Resource in order to use them. In addition, some Resources have a direct affect on game play:

Adaptable or Leader: Plus 1 to a player's maximum hand size.

Alien: Aliens may not pick up or find Items.

Predator: Only the Predator can use Predator Items. Also, Predators cannot use Human Items (green-framed Items).

Marine: Only characters with the Marine Resource can use Military Arms (Human Items with the Military Arms Restriction).

Synthetic: Aliens may not attack any ready Synthetic Character who has not moved this turn. Likewise, they may not use captured Synthetic Characters as a host to mature Aliens. Synthetic Characters do not heal. Finally, Synthetic Characters may never attack any human character (unless specifically allowed by another card).

Resources are printed in white, Restrictions are printed in yellow (for more on Restrictions, see Supporting Characters).

5 - Effect If a Main Character has any special skills or rules, they will be detailed here.

6 - Caption The card quote, often a line from one of the movies, adds to the flavor of the card, but has no effect on game play.

In most scenarios, the Rogue, Marines and Predator players are unable to bring new Main Characters into the game once it has started, though the Aliens player is able to do so through its normal growth cycle.

Note: The frames for Main Characters identify the Species: green, Humans; orange, Predator; blue, Aliens.

Supporting Characters

Supporting Characters represent all of the beings who are not Main Characters. Supporting Characters must be discovered during the course of game play. They enter play during the Search Round (see below).

Most Supporting Characters are controlled by Main Characters of the Human Species. To remain controlled, they must remain at a location with a Human Main Character at all times. If that Human Main Character is captured or killed, they become uncontrolled. Supporting Characters cannot move, search, pick up, or attack if uncontrolled (unless specifically allowed to by another card).



1 - **Name** The name of the card. Words located in the card Names of Characters, Locations and Items also count as Resources for that card.

2 - **Speed** Speed is an Attribute used for two different abilities: defense (how hard the character is to hit in combat) and movement (how many locations a character may move).

3 - **Power** Power is another Attribute used for two different abilities: damage (the base damage a character can inflict in "hand-to-hand" Close Combat) and resistance (how much damage a character can resist from a hit, before he starts taking damage points). Hand-to-hand weapons add to a character's base damage, while guns (Ranged weapons) usually replace it. If a character's Power is reduced to 0, the character dies.

4 - **Resources and Restrictions** Supporting Characters always have Restrictions, which tell you where the character can be found. To bring a Supporting Character into play (from your hand), search Locations that possess the Resources (printed in white on the Location) that match the Supporting Character's Restrictions (printed in yellow on the Supporting Character).

Example: The Mechanic has the Restriction "Machine Shop." A Human, Predator, or Alien character searches the Machine Shop Location (or a location with the Machine Shop Resource) to bring a Mechanic into play from that player's hand.

In addition, Supporting Characters may possess resources of their own. If so, these will be listed in white.

5 - **Effect** If a Supporting Character has any special skills or rules, they will be detailed here.

6 - **Caption** The card quote, often a line from one of the movies, adds to the flavor of the card, but has no effect on game play.

Note: Grayish frames identify all Supporting Characters.

Locations

Locations can be compared to scenes in the movies. New locations are played near the beginning of the Movement Round, during the Play Locations Step. Character movement between locations is discussed in the Movement section of these rules. The Battleground is defined as all locations currently in play in the game. YOUR locations lined up in front of you, are defined as your HUD (Heads Up Display). A player must have a character present in a location to search it. There are two classes of locations:

Ground Locations and Cross Locations. The first class, Ground Locations, are oriented vertically, and represent places at the "ground" level (neither high nor low).



1 - Name

2 - **Resources and Restrictions** Locations possess Resources (in white). These allow Items, Events, and Supporting Characters with the matching Restrictions (in yellow) to be found or played there.

Some locations also possess Restrictions (in yellow). These usually put limits on what kinds of locations may be played adjacent to the location with the Restriction.

3 - **Effect** If a Location has any special rules they will be listed here. If the location becomes Damaged, the effect text is ignored.

4 - Caption

Identical and Adjacent Locations:

Adjacent locations are those directly to the left or right (or upper left, or upper right, or lower left, or lower right) of any copy of a Location card.

If there are two or more locations with the identical name on the Battleground, they are considered to be identical locations (literally the same place; if a character is at one, he is at all of them). If a Location card is modified during play, as when a Resource is added to it or removed from it, all other identical copies of that location are also considered to have been modified. All characters at any of the identical Location cards are considered to be at the same location for all Combat, Movement, and Effect card purposes.

Distinct Locations:

Some locations are Distinct. For these locations only, identical cards do not represent the same location. Starting Locations are automatically considered distinct. For example, When two players are playing as the Predator, each might be starting with a Predator Shuttle location and an Airlock location. These locations would be considered Distinct. Either a specific card text, or the starting Scenario, defines locations as Distinct.

Indoor, Outdoor, and Entry Locations:

Purple-colored locations without the Outdoor, Entry, or Ship Resources are considered Indoor locations, and are understood to have the Indoor Resource. Locations that represent places outside, have the Outdoor Resource. Entry locations represent a transition between the two, such as an Airlock. Outdoor locations will debut in the Atmosphere expansion.

Outdoor and Indoor locations may never be adjacent to one another. Outdoor locations may be placed directly beside another Outdoor location and/or directly beside an Entry Location.

Example: Suggested Display: Outdoor - Outdoor - Outdoor - ENTRY - Indoor - Indoor - ENTRY - Outdoor

Ship Locations:

These are locations with the Ship Resource. Ship locations do not have the Indoor or the Outdoor resource. Ship locations may never be adjacent to Cross-Locations. Ship locations may be placed adjacent to Indoor Entry locations and/or Outdoor Open locations, regardless of Restrictions on the Ship location card.

Submerged Locations:

A Submerged location (a location with the Submerged Resource) has been flooded with water. No Supporting Characters or Items may be found at such locations. When a character or token enters a submerged location, its movement points are immediately reduced to a modified 0 for the duration of that turn. The use of additional movement points granted through event cards is negated for the remainder of the turn. Leaving a submerged location does not cause this penalty.

No Ranged Combat can occur into, out of, or within a Submerged location. Similarly, dispersing effects like Environmental Gas and Alien Acidic Blood have no effect in Submerged locations.

Every turn during the Ready round, every character in a submerged location must make a drowning roll by rolling a six-sided die. On a roll of 1 or 2, the character immediately takes 2 points of Environmental Damage.

Reveal any hidden Predator markers at or moving through a Submerged location. The Camouflage Suit is temporarily Damaged while at a Submerged location.

Hive Locations:

A Hive location (a location with the Hive Resource) has conceptually been Hived by the Aliens. Aliens can Hive locations during the course of the game. Other locations already possess the Hive Resource when you play them. Supporting Characters (unless specifically stated otherwise on the card) cannot be found at Hive locations. Additionally, Aliens may use Hive Movement (see Special Rules for Aliens) to and from Hive locations and their Breeding Chamber IF those locations are part of their Hive. Hive locations ARE always part of an Aliens Player's Hive, UNLESS those locations were played and/or Hived by an opposing Aliens Player, AND have not yet been Hived by your Aliens.

Cross Locations:

Cross Locations are the second class of locations. They represent alternate paths of travel, either higher up, or lower down, than the Ground Locations.



Cross Locations are played horizontally instead of vertically and have the Low or High Resource. Cross Locations may never be placed on the ground level. If a card allows you to switch the positions of locations in play, you still may not move a Cross-Location to the ground level, or a ground level location to a Cross-Location position. Cross-Locations may never be adjacent to an Entry location.

Low Cross-Locations (LCLs) may be placed directly beside another Low Cross-Location and/or beneath Ground Locations (See the Cross-Location diagram). Human and Predator Species/Factions spend 1 MP (Movement Point) to move: from a Ground Location to an adjacent Low Cross-Location, from a Low Cross-Location to an adjacent Low Cross-Location, or from a Low Cross-Location to an adjacent ground level location. The Alien Faction follows normal Low Location rules with the following exception: Alien characters may move from 1 Low Cross-Location to an Adjacent Low Cross-Location for free.

Note: a character with 0 MPs may not move regardless of the MP cost.

High Cross-Locations (HCLs) are played directly beside another HCL and/or above Ground Locations (see the Cross-Location diagram). Human and Alien Factions spend 1 MP to move: from a Ground Location to an adjacent HCL, from a HCL to an adjacent HCL, or from a HCL to an adjacent ground level location. The Predator Faction follows normal HCL rules with the following exception: Predator characters may move from 1 HCL to an adjacent HCL for free

Note: a character with 0 MPs may not move regardless of the MP cost.



Items are weapons and other devices that are found during the Search Round. Depending on the Scenario, characters may start the game with certain Items already in their possession. Once found, they can be used whenever appropriate. Aliens may not find, pick up, or use any Items. Predators may pick up Items, but cannot use (green) Human Items (they can only use the orange Predator Items).

Limited Items:

Limited is a new term that applies only to certain Item cards. Item cards with the term "Limited" in their effect text are restricted to a maximum of 3 copies of that specific card in the player's draw deck.

Weapon Items:

Some Items are considered "weapons." What makes an Item a weapon, is what the Item can be used for. If the Item is intended to be used to inflict damage on the enemy, it is probably a weapon. If the Item does not affect the damage you can inflict on the enemy, it is probably not a weapon. Other Items offer "armor." Armor essentially adds to a character's resistance to damage. A character can only use one weapon and one armor item at a time. Two kinds of Items, Ammo and Attachments, can be used to enhance or modify weapons.

Ammo Items:

Ammo Item cards represent various types of ammunition that can be loaded into certain Ranged weapons (but not "edged" weapons). An Ammo Item card's effect text will indicate what types of weapons may use it. Once per turn, an Ammo Item may be Rotated when an attack is declared, to represent loading that ammunition into the weapon. The Ammo remains loaded until the end of the turn, even if it is depleted during that turn. If an Ammo Item becomes depleted during the course of a turn, all remaining declared attacks with that weapon are canceled. All Ammo depleting events/concepts (i.e. empty) played upon a weapon with a rotated Ammo card, cause the Ammo card to be depleted and discarded instead of the weapon's "default" ammo. That weapon would still retain its original ammunition if its Ammo card was depleted in this manner. Cards that normally replenish a weapon (i.e.: Extra Ammo) will not replenish an Ammo card. Extra Ammo only replenishes a Weapon with its basic ammunition.

Ammo cards redefine the effect text of the Weapon that the Ammo is loaded in, by either adding or subtracting to the current weapon's damage dealing capability, or by replacing that weapon's effect text completely. A character may carry as many Ammo cards as he/she desires, but only 1 Ammo card may be loaded in a weapon at any given time. A rotated Ammo item may be removed from a weapon by paying 1 CP. This can only be done outside of a combat sequence. Ammo cards ready as normal during the Ready round.

Attachment Items:

Attachment Items represent gadgets characters clip onto other Items, to enhance their effects. These Attachments may only be used if they are currently attached to the appropriate undamaged item, as described in its effect text. An Item may have only one attachment at a time. Once per turn, an Attachment Item may be declared to be "attached" to an Item the Attachment can legally attach to. The Attachment remains attached to that Item until the end of the turn. During the next turn, the Attachment can either remain attached, or the owner can declare it "attached" to a different Item, or the owner can detach the Attachment altogether.



1 - Name

2 - **Resources and Restrictions** Items can only be brought into play by searching a location that has the Resource it is restricted to. In addition to the Restrictions listed in yellow, some possess Resources of their own, in white. Here are some examples of commonly seen Resources and Restrictions on Items:

Short-Ranged Resource: Short-Ranged weapons allow the character to make a Ranged attack on an opponent at the same location.

Long-Ranged Resource: Long-Ranged weapons allow the character to make a Ranged attack on an opponent at the same location OR at an adjacent location.

Predator Item Restriction: These Items may only be used by characters with the Predator Resource.

Military Arms Restriction: These Items may only be used by characters with the Marine Resource.

3 - **Effect** If a Item has any special skills or rules, they will be detailed here. If an Item becomes Damaged, its effect text is ignored.

4 - Caption

Note: Predator Items are identified by orange frames, Human Items by green frames.

Vehicles

Vehicles are similar to Items, but generally larger and more complex. They also have Attributes like characters.

Unless stated otherwise in a Vehicle's effect text, Vehicles may enter any location except Confined, Cover, Submerged, and Cross-Locations.



1 - **Name**

2 - **Speed** A Vehicle's speed determines how many locations it can move through and how hard it is to hit in combat. (ie: MPs and Defense value)

3 - **Capacity** Capacity refers to the total number of characters including the Driver/Pilot that may be on board the Vehicle.

4 - **Armor** Armor acts as a barrier that must first be worn down before the Vehicle's Hull starts to suffer damage.

5 - **Hull** Hull should be treated in the same manner as characters use the Power Attribute. Hull refers to the amount of resistance a Vehicle has after its Armor is destroyed. When the Hull is reduced to 0, the Vehicle is destroyed and discarded.

6 - **Resources and Restrictions** Vehicles have Resources and Restrictions similar to Items. They also may have certain vehicle-oriented specialized Resources. "Enclosed" represents a type of Vehicle with a limited field of view and protection from harsh environments. Enclosed Vehicles are considered to be a separate location for purposes of Characters being together and controlled.

7 - **Effect**

Note: For more information about Vehicles, refer to Special Rules for Vehicles in [Section 4](#).

Events

Event cards are played at any appropriate time to cause the described effect. Unless otherwise stated, events which affect a character's abilities (To Hit, Defense, Movement, Damage, and Resistance) or Attributes (Speed or Power) occur and then expire at the end of the current Round. Only one Event card may INCREASE a specific character's specific ability at any time, though any number of Events may DECREASE an ability at a time. ANY number of Event cards may increase OR decrease an Attribute at a time.

Example: Good Shot and Adrenaline Rush are both Events which affect a character's "to hit," which is an ability. Therefore, only one of them can increase a character's (Young Tusk, for example) "to hit" for that Round. On the other hand, Protect The Queen and Defend The Hive are Events which affect Speed and/or Power, which are Attributes. Therefore, both cards can be used to boost the Attributes of an Alien character you target with them.

Note: While only one Event card can increase an Ability at a time, other kinds of cards (Items or Characters for example) can FURTHER increase that Ability. Cards are not cumulative, unless otherwise stated.

Some Event cards have "permanent" in their effect text. This means they stay out on the table, and continue to affect the game. This also makes these cards vulnerable to certain other cards that cancel "permanent" Events. Other Event cards that DON'T modify abilities or Attributes, do NOT necessarily expire at the end of the current round (even though they may not say "permanent"). These cards should specify how long their ongoing affect lasts, and indicate whether they remain on the table, or whether the card is played and discarded. If they do not specify, then they either resolve immediately, or last for that Round (depending on the card).



1 - Name

2 - **Resources and Restrictions** Many Events have Restrictions. If the Restriction (in yellow) on the card is not a Resource (in white) possessed by the Character, the Location, or the Item being targeted, the Event may not be played. Some Events can add Resources to their targets, and some Events have an enhanced effect if additional Restrictions are met.

Example: The Event Calculated Risk has the Tactics Restriction. The Marine Character CPL HICKS has the Tactics Resource, so a player can play Calculated Risk on Hicks.

Note: Species and Faction Restrictions (Human, Rogue, Marine, Predator, Alien) refer to what player is allowed to play the card, NOT to the character that can be targeted.

ERRATA NOTE: All cards in the Premiere edition of Aliens Predator with the Marine Restriction are now considered to have the Human Restriction instead.

3 - Effect

4 - Caption

5 - **Combat Pool** Some extra-powerful cards require you to spend Combat Pool in order to play or use the card. This number tells how much Combat Pool you are required to spend.

Note: Most Event cards are played on a specific Location, Character, or Item, but some are played on one or more of your opponents, or affect all players in the game.

Battle Conditions

This card type may only be played at the very beginning of the game. The Battle Condition is played on the table before any other cards, including starting locations and characters. Each player may begin with one Battle Condition in play.



1 - Name

2 - Effect

If two players play the same Battle condition, the effects are not cumulative. Also, Battle conditions may never be targeted by Event cards, and are never canceled or discarded. Lastly, because these are not event cards, the effects of Battle Conditions are cumulative with those of event cards.

Barriers

A Barrier represents an impassable obstacle. A Barrier is placed between any two locations to block all movement and combat between them. The Barrier is conceptually located in BOTH of the locations it is played between (and thus may be targeted by Close Combat from either location). Each Barrier has a Species or player restriction. A character controlled by the appropriate player must rotate to play a Barrier card, and only during the Movement or Search Rounds. The Barrier must be placed between the character's current location and an adjacent Location. If one of the locations moves or is destroyed, the Barrier is immediately discarded.



1 - Name

2 - Power

3 - Resources and Restrictions

4 - Effect

5 - Caption

Barriers have a defense of 0; this may not be modified. Barrier's Resistance may not be modified by non-barrier events. A Barrier may be attacked by both close and ranged combat and takes damage to its Power rating as if it were a character. As with characters, each point of damage reduces the Barrier's Power by 1. When its Power is reduced to 0, the barrier is discarded. No attacks may be declared through a barrier into the adjacent location while the barrier is still in play.

Additionally, if a player controls other characters that could not normally pass the Barrier, those characters may pass if moving with a character type allowed to pass. For example a Human player may move controlled Pet Supporting Characters (non-human) past Pressure Doors with controlled Human Characters.

Section 3: Game Play

The Turn Sequence

R-M-P-A Order

The Aliens Predator CCG is played in game turns. EVERY PLAYER ACTS DURING EACH GAME TURN. Game turns are divided into Rounds. Some Rounds are further divided into Steps, and some Steps are even further sub-divided into Segments. In each Round, Step, or Segment, EACH player acts before anyone proceeds. The Rogue Player acts first, then the Marines Player, then the Predator Player, then the Aliens Player, in what is known as R-M-P-A Order. If you are playing in a game that has more than one player of a certain Species or Faction (two Predator Players, for example), those players should roll a die before the game, to determine what order they will proceed in.

If more than one player wishes to act, or one is trying to take multiple actions, the players take turns acting and playing cards in the R-M-P-A (Rogues, Marines, Predator, Aliens) Order. So, first the Rogue Player may act or play an Event card, then the Marines Player may take one action, then the Predator, then the Aliens, and finally the Rogues again... until everyone has completed all the actions they wish to take in that Round, Step, or Segment.

Timing Issues

If a timing dispute arises, they are resolved by applying card effects in R-M-P-A order. For example, if an Alien plays down three cards in rapid succession, another player could dispute the play, force the Alien to pick up and take back into his hand the second and third card played, and then himself play a card before the Aliens player can play the other two cards. The Alien's first card played would then be resolved, followed by the other player's card, and then any subsequent card played, as the normal flow of card play resumes.

NOTE: There are very few cards in the Aliens Predator CCG that can be played as a reaction to another card play. Normally, Event cards resolve the instant they are

played, and cannot be reacted to before they have had their result. This is generally the case, but there are exceptions, such as Not So Fast.

Starting Cards

The turn sequence progresses through the following Rounds:

1. Ready Cards Round 2. Movement Round 3. Discard and Draw Round 4. Combat Round 5. Search Round

But before the first Round of the game, players play out their Starting Cards in R-M-P-A Order.

Starting Cards are any cards that you "begin" or "start" the game with, already in play. They may be Battle Conditions, Scenario-specified Starting Cards (for example, starting characters, starting locations, etc.), or even cards you "begin" or "start" with, that are granted to you by other Starting Cards (for example, Pvt. Distephano can begin play with a Lacrima 99, when he is used by the Marines). Starting Cards do not count towards or against any Draw Deck restrictions or requirements (for example, if a Scenario allows the Aliens to start with 3 Alien Warrior cards, the Aliens Player may still include 3 ADDITIONAL Alien Warriors in his Draw Deck).

Battle Conditions are always the first Starting Cards to be played. Each player may play one Battle Condition, and they are played in R-M-P-A Order. Duplicate Battle Conditions are NOT cumulative, but different Battle Conditions may enhance each other.

Next, Scenario-specified Starting Cards are played. Rogues play theirs first, then Marines, then Predators, then Aliens.

Lastly, any additional Starting Cards which may be played, are played in R-M-P-A Order.

Starting Hands

After Starting Cards are played, some Scenarios grant players Starting Hands. The cards in a Starting Hand are NOT Starting Cards. They come from your Draw Deck, and they count towards/against your Draw Deck requirements and restrictions. Unless a Scenario specifically grants one, players do NOT ordinarily get a Starting Hand.

The Ready Cards Round

Rotating

All characters in the game (and some Items, Locations, and Events) are required to rotate to perform certain actions. These actions are collectively called Main Actions. For characters, Main Actions include Combat and Searching, as well as other actions that specify rotating. Movement is NOT a Main Action, and does not require rotating. A card can move whether it is rotated or not.

Cards set upright are referred to as "ready" to take a Main Action. When a card takes a Main Action, it is rotated sideways to show that its action has been taken. During the Ready Cards Round, all rotated cards are set back to their upright position. Actions that require rotating include (but are not limited to):

Declaring an Attack. Searching. Activating card effects that specifically require rotating. Picking up Items during the Search Round. Dropping an Item when it is NOT the Movement or Search Round. Moving another character (see dragging).

A rotated character may not rotate again to take another action, unless that character

is first readied somehow. For example, a character who rotated to use the Dodge And Roll card could not normally Attack or Search during the same turn.

The Movement Round

Step 1: Evacuation/Downloading Data.

Many Scenarios require players to Evacuate characters in order to win the game. To Evacuate characters, you must rotate them at the required location, during the Evacuation Step at the beginning of the Movement Round.

Additionally, Rogues with data tokens may conceptually have their ship "download" those tokens from them, at their starting location, during this Step.

Note: Characters can NOT Evacuate if there is an enemy present at their Evacuation Location. BUT enemies do not prevent Rogues from having their data downloaded.

Step 2: Play New Locations

During this Step, before any characters have moved, each player may place any Location cards in his hand onto the Battleground, into his HUD (Heads Up Display, the locations in front of each player). Players are required to play new locations in some Scenarios, like the CONTACT Scenario. New locations are placed to the left or right, on either end of the location string in your HUD. Locations CANNOT normally be played in between two other locations. They can only go on the ends. New locations are always played onto one's own Heads Up Display, never into an opponent's HUD. A player who draws a duplicate of a location he already has in play in his HUD, should immediately discard the duplicate out-of-play (but not draw a card to replace it).

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Step 3: Movement

After locations have been played, each player may move his characters. Players take turns conducting movement in R-M-P-A (Rogues-Marines-Predator-Alien) Order: First the Rogues move all their characters, then the Marines, then the Predator, then the Aliens. At the beginning of this Step, all players' characters begin with Movement Points equal to their Speed. Each time a character moves into another location, reduce his Movement Points by 1. A player may move any number of characters together as a group. A character with no movement remaining may not move. Characters may only move into adjacent locations.

For example, assume two players are competing on the following battleground:

Marine Player

Kitchen - Docking Bay - Weapons Locker - Barracks - Isolated Corridor

Predator Player

Predator Shuttle - Airlock - main Corridor - Tavern - Engineering - Kitchen

[SUGGEST A GRAPHIC REPLACES THIS]

(The two Kitchen cards are the same location since they have the same name. The Isolated Corridor and main Corridor are not the same location, as their names are not identical.)

Assume a Marine is at the Kitchen card next to the Docking Bay and the Predator is in the Kitchen next to Engineering. Both are considered to be at the same location.

A Marine character is in the Docking Bay. He moves to the Kitchen. He may then move to any of the following adjacent locations: Engineering or Docking Bay (where he just came from).

Hive Movement:

Aliens may move directly to or from the Breeding Chamber and any locations with the Hive resource using 2 Movement Points (IF the Hive location is part of their Hive). Because they are moving directly between the Breeding Chamber and Hived locations, the presence of enemies between these locations has no effect on this movement. This movement is commonly called Hive Movement.

Outnumbering/Moving Past Enemies:

During the Movement Round, whenever a character is at a location with more enemies than that player has characters present, movement is reduced by 1 for every extra unhidden enemy Main Character card. This effect is called Outnumbering. Conceptually, large groups of the enemy are in your character's way. If your character succeeds in getting past an Outnumbering group, he has done what is called "moving past enemies/opponents."

Additional Alien tokens on a card do not affect Outnumbering. A single Alien warrior card with 5 Alien tokens counts as only one card for blocking movement.

Example: Pvt Hudson (Speed 2) starts his turn alone, in a location with 3 Alien Warriors. Since there are two more opposing characters than him, his speed is reduced by 2 to 0. He cannot move as he has been trapped by the Aliens. If he was with his full squad (making 4 Marines total), he would suffer no penalty (instead each of the 3 Aliens would themselves suffer a movement penalty of -1, since the Marines would Outnumber the Aliens by 1).

Note: Only enemy Main Characters count against Outnumbering your characters. Supporting Characters you control will not help in Outnumbering an enemy, BUT they will help to keep you from being Outnumbered yourself.

Dragging/Moving Other Characters:

A character may rotate and spend one extra movement point per location to "drag" another character (who has not moved) along with them. The character being moved is also rotated (if not already rotated). This is called Dragging, and is useful for moving injured characters. As her effect text

says, the Alien Queen may not be moved. This includes dragging. You can normally only rotate characters you control, so you can't drag opponent's characters, because you can't rotate them.

Hidden Movement:

Predators utilize hidden movement as an effect of their Camouflage Suit. However, other Species may also use hidden movement as an effect of other cards in play.

Characters capable of hidden movement can use it any time they are allowed to move. This means, if a character is outnumbered to the point of being unable to move, he cannot use hidden movement. To use hidden movement, first take a number of markers (the exact number of markers is determined by the cards enabling hidden movement). All of the markers should have the same identifying name or symbol on the top. One of the markers has a symbol on the bottom to represent the "actual" character. All of the other markers should have blank bottoms representing "decoys". The concept works similar to the classic "shell game." Being careful not to allow another player to see their bottoms, place all markers at the hidden character's location. During the Movement Round, move at least one (and as many as all) of the markers from the hidden character's current location, treating each as if it were the actual character. The marker with the marked bottom designates the true location of the hidden character at all times.

Hidden tokens are always +1 defense greater than the actual character's defense, while they remain unrevealed.

If two or more "hidden" markers representing the same character end their movement at the same location, remove decoy markers from that location until only one marker representing that character remains.

If a hidden character is ever capable of using more decoy markers than he currently has in play, he may add the additional markers to the battleground before he moves any markers. The new markers may begin their movement from the location of any of the character's hidden markers. A player adding new decoy tokens is naturally allowed to pick up and "shuffle" markers at the same location with the aim of misdirecting his opponents from knowing which may be his "actual" character marker.

A player may examine the bottom of any of his own markers at any time.

There are several ways that markers may be revealed (showing whether or not the marker represents the actual character). These include:

The player controlling the character can voluntarily reveal any or all markers at any time (removing any decoy marker revealed).

A hidden character must reveal himself to declare an attack.

A hidden character must reveal himself before he can find anything while searching.

In general, a hidden character usually must reveal himself if he wants to interact with a location he is in (ie pick up something, attack, search, or play an event card that makes reference to that location).

All attacks against a hidden token are resolved just as if they were made against the actual character (the owner may even play Event cards if he wishes, whether or not the token is, in fact, a decoy or the actual character). If an attacker successfully "hits" the marker, it must be revealed when it

would take damage. If it designates the actual character, the character takes damages normally. If the marker revealed is a decoy, the damage is ignored, but the hidden marker token is removed from the battleground.

Whenever an effect allows an opponent to "view" a hidden marker, he looks at the bottom to see if it is the actual character or simply a decoy. This knowledge is not imparted to the other players, and does not reveal the marker. When instructed to "reveal" a marker, however, turn it over for all players to see. Whenever a decoy marker is revealed, remove it from the battleground. If an actual character is ever revealed, all his corresponding decoy markers are immediately removed.

Step 4: Aliens Mature

As the game progresses, Aliens will capture characters. New Chest Bursters emerge from the bodies of the captives. Chest Bursters mature into adulthood as Alien Warriors. During the Aliens Mature Step, the Aliens Player administrates this Alien life cycle, while his opponents stand by, helpless to prevent it.

New Aliens are brought into play and matured in the player's Breeding Chamber location, by capturing characters and using them as hosts for Alien Chest Bursters.

During the first Aliens Mature Step, after a character has been captured and placed on the Breeding Chamber, that character dies and is replaced by an Alien token (put on the Chest Burster section of the Breeding Chamber) OR a Chest Burster Character Card.

During the next Aliens Mature Step, that Chest Burster character or token matures into an Alien Warrior token (placed on the Alien Warrior section of the Breeding Chamber) or an Alien Warrior Character Card. An Alien Warrior token can either be left on the Alien Warrior section of the Breeding Chamber, OR it can be placed on an Alien Warrior Character Card present at the Breeding Chamber.

NOTE: Chest Burster tokens MUST automatically mature into Alien Warriors, but the Chest Burster Character Card may choose whether or not to mature.

Some cards may allow modifications to this cycle. For example, the Royal Jelly event can allow a Chest Burster card or token to be replaced with a more specialized Alien Character Card instead of an Alien Warrior. And a Chest Burster that came from Pet host, can be matured into a Pet Hybrid, IF the player has a Pet Hybrid card ready to complete the cycle (otherwise it becomes a default Alien Warrior token).

Alien tokens can be transferred between cards and new Alien character cards can be brought into play during this step, as well. See Section 5, under Special Rules for Aliens: Alien Groups, for details.

Discard And Draw Round

At this time all players may discard as many cards from their hands as they wish (though you are NEVER forced to discard cards during Discard and Draw, regardless of how small your legal hand size is). They may then refill their hands back to their current legal hand size. The base hand size of each player is set by the chosen Scenario. During the game, each player's hand size will change with factors like number of Alien Warriors in play, characters with Leadership or Adaptable Resources in play, number of Hostages controlled, or the play of various Event cards. Any player who begins the round with more cards in his hand than his currently allowed hand size, may not draw unless he first discards down below his current hand size (however, he is not FORCED do discard down to his allowed hand size). All cards are discarded face up.

Players who draw through their entire draw deck, shuffle their discards to create a new draw

deck. However, each time they do so, their legal hand size is reduced by one. This action is called "cycling" your deck.

The hand size of the Aliens player is increased by one for each Alien Warrior character or token at the same location as the Queen during this round. All Alien Warrior cards and Alien Warrior tokens count toward this hand size increase.

The hand size of the Rogue Player is increased by one for each Hostage the player controls.

In addition to these Species-specific hand size bonuses, certain Resources like Adaptable and Leader also give a hand size bonus.

NOTE: No cards may be played during the Discard and Draw Round.

The Combat Round

Each ready character may rotate to attack one opponent during this round. During combat, any players who wish to play events may do so at any time, unless the card modifies a character's SPEED, defense, die roll "to hit" or any other die roll; these must be played before the die is rolled. If two players wish to play an event at the same time, RMPA order is used (the Rogues play first, then the Marines, then the Predator, then the Aliens) While a character's basic Attributes (Speed and Power) have no restriction on their modification, each of a character's specific abilities (Damage, To Hit, Resistance, Movement, and Defense) may only be increased by one Event card in any given combat. However, ANY number of negative modifiers may be applied. Any player may play event cards to modify a combat, even if none of his characters are involved. All combat event cards played, are discarded at the end of each Combat round, unless specifically stated otherwise. Attacks may not be declared against one's own characters.

Step 1: Declare Attacks

Characters must rotate if they wish to declare an attack; they must at this time declare the type of attack (whether Ranged or Close Combat) as well as the target, and any weapon used for the attack. Close Combat and Short-Ranged attacks can only target enemies at the same location as the attacker. Long-Ranged attacks can target enemies at the same location as the attacker, OR enemies at any location adjacent to the attacker.

Segment 1: Declare Unhidden Close Combat

First, if unhidden characters using Close Combat (hand-to-hand) want to attack, they must rotate to declare their attacks at this time, in Rogues - Marines - Predator - Aliens Order.

Segment 2: Declare Unhidden Ranged Combat

Second, if unhidden characters using Ranged weapons (guns and other weapons with the Ranged Resource) want to attack, they must rotate to declare their attacks at this time, in R-M-P-A Order.

Segment 3: Declare Hidden Close Combat

Third, if hidden characters using Close Combat (hand-to-hand) want to attack, they must rotate (revealing themselves) to declare their attacks at this time, in R-M-P-A Order.

Segment 4: Declare Hidden Ranged Combat

Fourth, if hidden characters using Ranged weapons (guns and other weapons with the Ranged Resource) want to attack, they must rotate (revealing themselves) to declare their attacks at this time, in R-M-P-A Order.

Step 2: Resolve ranged Attacks

Any attacks made with ranged weapons are resolved first. If a character has not declared an attack in the previous step, he may NOT make one now, even if he himself is the target of an attack, unless specifically allowed by a card in play. Even though players take turns rolling the die, all Ranged Combat is resolved simultaneously, as if everyone is shooting at once.

Segment 1: Rolling "To Hit"

In this segment, players take turns rolling to find out if they will hit their targets. However, targets are not actually "hit by damage" until Segment 2.

To resolve an attack, the attacker rolls the die, and adds any "to hit" bonuses from events or effect text. Compare the attacker's total "to hit" against the target's total defense (Speed plus any modifiers). If the "to hit" is higher than the target's final defense then the target will be HIT.

Segment 2: Attack Resolution

At this time, if successful rolls were made against them, all such cards are simultaneously "hit with damage."

To apply damage in Ranged combat, compare the attacker's final damage (weapon damage plus modifiers) to the defender's final resistance (Power plus modifiers). In Ranged combat, damage is not increased by the attacker's power; the Ranged weapon the attacker is using normally takes the place of the damage the attacker would have dealt in hand-to-hand. Subtract the defender's total resistance (including armor points) from the attacker's total damage. The difference is the number of damage points the defender suffers. Place that number of damage tokens on the defender. NOTE: Cards which modify damage, resistance, or Power may be played after a hit is determined.

The Effects of Damage:

For each point of damage on a character, Speed and Power are reduced by 1, and the character suffers a -1 penalty to his roll "to hit." Speed cannot be reduced below 0; if a character's Power reaches 0, the character dies. Dead Predator, Marine and Rogue Main Characters are removed from play. Dead Aliens and Supporting Characters are discarded. Any Item cards carried by a dead character are dropped where they died.

NOTE: when resolving damage in a combat Step, the damage points do not lower a hit character's Attributes or abilities until the very end of that Step (when all of the damage suffered is applied to the character at once).

Step 3: Resolve close combat Attacks

After all ranged attacks are resolved and damage from those attacks has been applied, resolve all close combat attacks using the same procedure as that used for resolving ranged attacks.

Segment 1: Rolling "To Hit"

Players take turns rolling to find out if they will hit their targets, using the same procedure as that used for Ranged attacks. Once again, targets are not actually "hit by damage" until Segment 2.

Segment 2: Attack Resolution

At this time, if successful rolls were made against them, all such cards are simultaneously "hit with damage."

In close combat, the attacker's damage is equal to his power plus any card modifiers, plus a hand-to-hand weapon bonus if he is using one. As with Ranged Combat damage, Close Combat damage is resolved by subtracting the defender's total resistance, from the attacker's total damage. The difference is the number of damage points that the defender takes.

Capturing characters:

Aliens have special rules for capturing characters; see Special Rules for Aliens.

The Search Round

Step 1: Declare Searches

Characters may rotate to declare a search of their current location during this round. If they have an Item or Supporting Character in their hand, it can only be found by searching a location that has the necessary Resource (or by searching the location the card is specifically Restricted to). Ordinarily, characters can only find cards that you have in your hand. However, certain special locations and other cards allow characters to search your draw deck to find things. Any card that specifies "Searching" or "finding" something is a "search action" and can only be used during the Search Round.

Step 2: Find Items and Characters

Players now play cards found in the searches previously declared. A player cannot use a Medikit simply by playing it directly from their hand onto a wounded target character. The character must search a location with the matching Resource in order to find the Medikit. Items and Supporting characters are only found now, after the declare searches step is over; they cannot themselves be used to search or assist a search on the same turn they are found (because the Declare Searches Step has already passed).

A found Item goes onto the character who declared the search for it, even if the player has other characters present at that location during the round (See also picking up and transferring items under special rules).

Section 4: Special Rules And Conditions

Special Rules For Humans

The Human Species is divided into two Factions, each with special rules governing its goals and behavior.

Special Rules for Rogues

Resurrection introduced a new Faction into Aliens Predator: the Rogues. The Rogues Faction represents the dark side of the Human Species. Rogues are typically underhanded, sneaky, deceitful criminals and mercenaries. The Rogues are extremely weak in firepower and require more thought to be successful. This new faction relies more on strategy to stay alive than the other factions. The Rogues are risky but they are also one of the most entertaining factions to play. No remorse, no code of honor.

Prohibited Concealable Weapons:

Only Rogue characters may use Prohibited weapons. Many Prohibited weapons are also Concealable. A Rogue character may rotate to conceal a Concealable weapon/item any time during the Search round. That concealed item is then flipped face down until it is revealed due to being used, dropped, or some other Event/reason. During the Rogues segment of the Movement round, each Rogue may declare 1 free attack with a concealed Concealable weapon, which reveals the Item (this special "backstab attack" follows the current rules for free attacks and does not require the Rogue to rotate). Only concealed Concealable weapons may be used in the Rogue Free "backstab" Attack. Normally, any action your character takes with a concealed weapon will reveal it. For example: Firing it, dropping it, or passing a concealed weapon to another character will reveal it.

Rogues And Data Theft:

Rogues specialize in all forms of illegal activities. One of the more lucrative illegal acts is the theft of sensitive information. A Rogue with a Data Drive, or a Rogue Synthetic, may rotate at a location with Hi-Tech or Computers during the Search round to gain 1 Data token on that Drive or Synthetic. Rogue Synthetic characters store Data as if they have a built-in Data Drive; these Data tokens are permanently lost should the Synthetic die. Synthetics can safely traverse Water/Submerged locations with their Data tokens.

Data Drives (or Synthetics) will store a maximum of 5 Data tokens. Discard all Data tokens on a Data Drive, if the Data Drive enters a Water/Submerged location. A damaged Data Drive will not lose any currently stored Data tokens, but the Data tokens would be irretrievable until the Data Drive is repaired.

Rogues steal the data by taking it to their Starting Location, and rotating at the start of the Movement Round to conceptually have their ship "download" the data from them. This downloading is NOT prevented by enemies present.

Rogues And Hostages:

Rogues may rotate to search for Supporting Characters as normal, and Rogue characters may control Supporting Characters at their location. However, any non-Rogue Human Supporting Characters found and/or controlled through the course of the game immediately become Hostages. The only action the Hostages can/will perform is to follow the Rogues. In addition, they will only follow the Rogues if there is a Rogue character openly displaying a weapon at the Hostage's location.

The Rogues automatically take control of any non-Rogue Human Supporting Character that was left unaccompanied by a Marine Main Character simply by entering that location. That unattended, non-Rogue, Human Supporting Character immediately becomes a Hostage (exceptions are cards that make Supporting Characters "remain uncontrolled," like Crazy Civilian).

Hostages immediately drop any Items they may be carrying at their current location. Unique Hostage Supporting Characters count as 2 Supporting Characters for purposes of evacuation.

The Rogue player may not: a) force a Hostage to declare attacks, b) force Hostages to pick up any item, c) force Hostages to rotate to perform ANY action, or d) play any cards which require the Hostage's Resources as part of the Event's Restrictions.

Hostages and Liberation:

Hostages are not controlled by the Marines Player unless there are no Rogue Main Characters at the Hostage's location. Marines may liberate any Hostage held by the Rogues by eliminating all the Rogues accompanying a group of Hostages at one location. Mark each Hostage that gets liberated (use pennies or any other handy token). Each liberated character counts as 2 Supporting Characters for the purposes of the rescuing Supporting Characters Marine Victory Conditions.

Special Rules for Marines

Marine Code of Honor:

Marines are the good guys. Marines (and other characters controlled by the Marines Player) will never take any direct action to harm non-Rogue Human characters, unless (a) those characters first try to attack the Marines Player's characters, or (b) those characters are in league with the Rogues (i.e.: Pvt. Distephano).

Military Arms:

These are top of the line military-grade heavy weapons, requiring military training to use. Only characters with the Marine Resource may use Military Arms.

Special Rules for Predators

HONOR:

The Predator will often strive to achieve victory by gaining the honor required by the chosen Character(s) and Items the Predator Player uses. Gain honor by killing opposing Characters. A kill is worth the sum total Honor Value of the killed Character, plus the total Honor Value of all of the Items that Character was carrying when the Predator killed him.

Card Type	Honor Value
Human Main Characters	2
Supporting Characters	1
Unique Supporting Characters	2
Each Weaponry Item they possess	2
Each Military Arms Item they possess	4
Each Prohibited Item they possess	+2 to regular value
Each Unique Ammo Item they possess	+1 to regular value

Each Unique Attachment Item they possess	+1 to regular value
Chest Burster	1
Face Hugger	1
Alien Warrior/Cloned Alien Warrior	2
Alien Sentry	4
Royal Guard	3
Recessive Guard	4
Elite Guard	5
Pet Hybrid	3
Predator Hybrid	15
Per Alien token in any Alien Group	+1
Young Queen	5
Alien Queen/Cloned Queen	13
Warrior Queen	16
Newborn	18
Evacuated Captured Character	+1 to regular value

During the game play, keep track of the number of Honor earned by recording kills on a piece of paper, or with any small tokens on hand, such as pennies.

Predator Hunting Packs:

Some Scenarios allow a player to use more than one Predator Main Character. Predator Hunting Packs are represented by a small group of typically lower level Predators working together to achieve a common goal. Hunting Packs are not War Parties out for blood. They typically serve as training missions, demonstrating methods in survival. Because of the training aspects of the Hunting Packs, there are typically restrictions upon what Predator Items the Packs have access to, how many Predators are attending, and so on (these restrictions will be listed in the individual Scenarios). Hunting Packs also have access to separate Victory Conditions from the solo Predator. Each Predator in a Hunting Pack must be different. In addition The Outcast may not be used in a Hunting Pack.

Predator Capturing Rules:

Predator capturing represents the ultimate in precision and control. A Predator with both Lethal and Veteran Resources, may declare his intention to "attack to capture" a character in Close Combat, at -2 to the combat roll "To Hit." If this Close Combat attack succeeds in doing lethal damage the target, that character is immediately rotated with no effect and considered captured by the Predator player.

Predators without out both Veteran and Lethal resources may still attempt to capture living characters by declaring Close Combat attacks at -2 "to hit," but they may only do so if their target is Bound (see Binding in Section 4).

Captured characters are immediately placed (along with all of their items) upon the Predator who captured them. For all intents and purposes, captured characters are considered dead and as such treated like an Item until they are evacuated or freed. Captured characters do not impede the Predator's movement. Captured characters DO count as an item for purposes of item destroying Event cards such as Acid Splash and

Acidic Attack, etc.

Captured characters may not: a) rotate, b) ready for any reason, c) use free attacks, d) pick up items, e) drop items). Captured Aliens may not transfer tokens, or mature tokens/cards. Each Predator may hold only 1 captured character at a time.

A captured character may be freed/released by: a) killing the Predator currently holding him/her or b) the Predator character voluntarily releasing him/her. A captured character freed/released in this manner retains all items and gains as many damage counters as necessary to leave the character with 1 power.

A Predator with a captured character who begins the Movement Round in any Predator Ship location (Predator Shuttle, Predator Ship, or Predator Mothership) may rotate to evacuate the captured character. The evacuated captured character is then removed from the game. A Predator character who just evacuated a captured character immediately readies again. Captured characters that are successfully evacuated are worth +1 honor greater than the character's normal honor value.

Special Rules for Aliens

Attacking:

If a ready Alien has a valid, unhidden target during the Combat Round, he **MUST** make an attack. It is the Alien's nature to attack when it can. Aliens do **NOT** have to attack hidden tokens, although they may choose to. Some Aliens, such as Face Huggers, cannot attack during the Combat Round, so naturally this rule would not apply to them.

Infected Characters:

An Infected character (a character with the Infected Resource) has been impregnated with an Alien Chest Burster embryo. Every turn during the Ready round, every infected character must make a burst/infected roll by rolling a six-sided die. On a roll of 1 or 2, the embryo matures into a Chest Burster and the Infected character immediately dies. If the game includes an Aliens player, place a Chest Burster token on the location with the Breeding Chamber resource. All items the character was holding are dropped at the Location where the character died.

Breeding Chamber:

The Breeding Chamber has two specially marked sections, a Chest Burster section and an Alien Warrior section. Each Alien token at the Breeding Chamber, depending on the section in which it resides, represents either a Chest Burster or an Alien Warrior. Treat these tokens just like additional characters during any combat that occurs at the Breeding Chamber. At the end of any combat all injured tokens on the Breeding Chamber automatically heal completely.

Note: Tokens on the Breeding Chamber are treated like characters ONLY during combat, not at any other time. They cannot search or rotate at other times.

Creating a Breeding Chamber:

Breeding Chambers can only be brought into play during the game by creating a Queen (refer to ALIEN QUEENS below). In addition to this rule, a Breeding Chamber may only be brought into play if all adjacent locations are Hived. A newly created and placed Breeding Chamber gains any of the following applicable resources depending upon which location it replaced: Indoor, Outdoor, Low, High, Ground. For example, when a Chest Burster is matured into a Young Queen in a Low, Outdoor location, the Breeding Chamber would be considered to gain the following resources: LOW and OUTDOOR. All other resources and effect text from the original location

are ignored. You may never replace an Entry location with a Breeding Chamber. All Breeding Chamber locations are considered Distinct.

Capturing and Infecting Opposing Characters:

Supporting Characters are considered automatically captured, when killed by Aliens (unless the Aliens specifically want to kill them). Main Characters, however, are harder to capture. In order for an Alien to capture a Main Character, that Alien must declare it is "attacking to capture" the target Main Character, at -2 to hit. Multiple Aliens may "attack to capture" a single target. If the "attacks to capture" do lethal (enough to kill) damage to the target Main Character, that target is captured. Otherwise, the target takes damage as normal. Aliens do not HAVE to "Attack to Capture" opposing Main Characters. If the Aliens Player chooses, the Aliens may simply declare regular attacks, with no "to hit" penalty, and kill the opposing Main Characters.

Whenever an Alien captures a character, the captured character (along with any Items the character has) is automatically moved to the Breeding Chamber (Items are dropped at the Breeding Chamber, when the captured character arrives). Characters captured and moved to the Breeding Chamber will automatically produce a Chester Burster token (dying in the process) during the next Aliens Mature Step. If for any reason the Aliens Player does not have a Breeding Chamber in play, any captured characters are considered killed instead.

Hive Construction:

During the Aliens Mature Step, Aliens may extend the Hive. To convert a location into a Hived location (by giving it the Hive Resource), the player must have at least four Aliens (including Alien tokens) at the location. Rotate the Alien cards you want working on Hive Construction. If at least four of the rotated Aliens survive at that location at the end of the Search Round, the location is now Hived.

The new location now has the Hive Resource. No Supporting Characters may be found at the Hived location unless the card specifically allows it, even if all other Restrictions are met. Aliens may now move between this location and the Breeding Chamber as if it were any other part of the player's Hive.

Note: Several characters have Restrictions that match locations that already have the Hive Resource printed on them (Cocooned Victim, Doctor Gediman, Purvis). These characters may be found at those specific locations, but not at any other Hive locations.

In most Scenarios, turning every location into part of the Hive wins the game for the Aliens Player. This Victory Condition is called a Hived Win. Mark locations as hived with small tokens, or turning upside down.

Hive Movement:

Hive Movement (as in the effect text of Breeding Chamber cards) allows an Alien character in any Hive location to spend 2 Movement Points to move directly to an undamaged Breeding Chamber in play. Alien characters in an undamaged Breeding Chamber may spend 2 MPs to move directly to any Hive location in play. (treat this Hive Movement as if the Breeding Chamber was temporarily adjacent to the target Hive location).

Note: For games with more than one Aliens Player, your Aliens may not "hive move" to any Hive location that an opposing Aliens Player has played (because such locations are not part of their Hive), unless your Aliens first "hive" that location themselves (making it a part of their Hive). In order to fulfill a Hived Win in games like these, your Aliens must make all locations part of their Hive.

Increased Hand Size:

During the Discard and Draw Round, the hand size of Aliens Players temporarily increases by one for each Alien Warrior (including Alien Warrior Tokens) they control at the same location as their Queen. All Alien Warrior cards and Alien Warrior tokens count towards this hand size increase.

Alien Groups:

All Alien character cards, except Queen cards (any character card with the word "queen" in its name), the Newborn, and Molted Aliens, can be used to represent any sized group of the same type of Aliens. Each Alien token on a non-Queen character card (as well as the appropriate sections of the Breeding Chamber) represents additional Aliens. Any non-Queen Alien card (with Alien tokens on it) can therefore be referred to as an Alien Group.

During the Aliens Mature Step, each of your Alien Character Cards has the option of Maturing into an Alien Token, which is placed on another Alien character card of the same type at the same location (the Character Card goes to your hand). If the Alien card is an Alien Warrior or Chest Burster card at the Breeding Chamber, you could also choose to mature it into an Alien token of the same type, and place it on the Breeding Chamber in the appropriate area.

Also during the Aliens Mature Step, each of your Alien Tokens has the option of maturing into an Alien Character Card of the same type (from your hand). This action, of transforming a card into a token, or a token into a card, is called Maturing. Each token on the table, and each card on the table OR in your hand, may only Mature once per turn.

Also during the Aliens Mature Step, you may transfer Alien Tokens from one card to another (of the appropriate type) at the same location. This action is called Transferring, and it can only be done one token at a time. However, this is an unlimited action, and one token may perform as many Transfers as you like, in a single Aliens Mature Step.

Additional Alien Tokens on a card do NOT operate as separate characters. They do not help block other characters' movement (for Outnumbering). They may not rotate to take their own actions (with the exception of Alien Tokens on the Breeding Chamber during Combat). Instead, each additional Alien Token on a character card adds +1 To Hit and +1 to damage in combat. Furthermore, for each Alien token on a card, that card may ignore the effects of one damage token (damage is still inflicted and marked normally, but there are no penalties to Speed, Power, or To Hit). When an Alien Character Card is killed, all tokens are removed and the card is discarded.

NOTE: If an injured Alien Character Card is matured into an Alien Token, all of its damage tokens disappear! However, Alien Groups (character cards with Alien Tokens on them) cannot mature into tokens until all of the Alien Tokens on the card are Transferred to a different card, one-by-one. If the damage is not enough to kill the Alien card without any tokens, then you may mature the card itself into a token.

Alien Molting Process:

During the Aliens Mature Step, in the presence of the Queen, a player may play a Royal Jelly Event card upon a specified Alien character card (without any Alien Tokens on it) and replace it with the appropriate new upgrade card (with the Molted Resource). The replaced Alien character card goes to your hand. Molted Alien Character Cards may not form into Alien Groups, but you may have up to 5 copies of each Molted Character Card in your draw deck instead of the normal 3. Molted Alien Character Cards may never Mature into tokens.

Transporting Captured Characters:

When an Alien character captures a non-Alien character, the captured character (and any Items the character was carrying) immediately moves directly to the Breeding Chamber automatically, bypassing any connected locations, for free. No Alien Character Cards or Alien Tokens are moved with it. Items the captured character was carrying, are dropped in the Breeding Chamber when the character arrives.

ALien Queens:

Queens mature through a different cycle than that of other Alien characters. In most scenarios, the Aliens Player begins with a Queen, but this will not always be the case. To create a Queen, you must have both the Royal Jelly event card and Young Queen character card in your hand. During the Aliens Mature Step, play the Royal Jelly card on a Chest Burster card or token, and replace the Chest Burster with the Young Queen (this is "creating a Queen," for the purposes of making new Breeding Chambers). During future Aliens Mature Steps, the player may replace the Young Queen with an Alien Queen from his/her hand.

When a Queen (Young Queen) is created from a Chest Burster, the Aliens Player may immediately replace her location with a Breeding Chamber, IF he/she possesses one (he/she is allowed to search their deck and discards with no penalty; shuffle deck) AND IF the adjacent locations are Hived. If an Alien Queen ever takes damage, she can be immediately replaced with a Warrior Queen card, if the Aliens Player possesses one (he/she is allowed to search their deck and discards with no penalty; shuffle deck). There is also an Egg Sack Detachment Event card, which allows the Aliens Player to replace an Alien Queen with a Warrior Queen, even though the Alien Queen may have taken no damage.

Note: When an injured Queen matures into a different type of Queen, all of the damage on the original Queen disappears.

No Aliens Player may have more than one Queen in play at any time. Alien Tokens may not be placed on any Alien Queen card.

Defending the Queen:

All Queens (Young Queens, Alien Queens, and Warrior Queens) gain +1 defense for each Lethal Alien (including Alien Tokens) the player has at the same location.

Cloned Aliens:

Cloned Aliens represent an engineered version of the xenomorph, reproduced from a clone of an impregnated Ripley. Due to the cloning process, Cloned Aliens have gained some abilities but lost others. To represent this, the Cloned Aliens player is restricted to using ONLY Alien Main Character Cards that have the Cloned Resource. The only exceptions to this are the Face Hugger, Chest Burster, and Young Queen Character Cards. Until "Cloned" versions of these cards are officially in print, the Cloned Aliens player may use these 3 cards as if they had the Cloned Resource. A Cloned Aliens deck may never contain any regular Alien Warrior, Royal Guard, Pet Hybrid, Predator Hybrid, or Warrior Queen cards, and a Hive Aliens deck may never contain any Cloned Aliens.

Newborn:

The Newborn may only be brought into play under special conditions. During the Aliens Mature Step, the Aliens Player may discard a controlled Cloned Queen and replace her with the Newborn from that player's hand. Bringing the Newborn into play immediately resets the player's base hand size to 3. All previous modifications to that player's hand size are negated. The Newborn will always attack unhidden

characters at the same location. These attacks are always to kill, never to capture.

While the Newborn is in play, the Aliens Player controlling the Newborn may not bring any Queen Main Characters into play. Whenever the Newborn is at the same location as any other unhidden Aliens under his control, those unhidden Aliens (cards or tokens) are immediately consumed. When an Alien is consumed, it is immediately discarded and the Newborn gains a number of Gore Tokens based on what type of Alien Character or Token was consumed (see chart).

Type of Alien Consumed (card or token)	Tokens Gained
Face Hugger or Chest Burster	1
Cloned Alien Warrior (any)	2
Recessive Guard	4

At any time before a die roll, the controlling Aliens player may spend Gore Tokens on the Newborn character card in order to purchase enhanced abilities for the Newborn character. These bonuses are considered cumulative and permanent unless otherwise noted. The maximum number of attacks (via Free Attacks, extra attacks from Event cards or card effects, and extra Gore tokens attacks) the Newborn can declare in one turn is limited to no more than 4.

Tokens Spent	Bonus Received
2	+1 Damage or Movement
2	+1 Defense or Resistance [Until end of Turn]
3	+1 to hit or hand size
8	+1 Close Combat attacks

Victory: Winning the Game

When one player succeeds in fulfilling his Victory Conditions, which are determined by each Scenario, he or she wins immediately. If there are more than two players, they may choose to continue playing to determine a second place winner.

Picking Up, Transferring, and Dropping Items

Your character can pick up and/or receive transferred Items from other characters you control at the same location, during the Movement Round, for a cost of one Movement Point per Item. Alternatively, a character may rotate at any time during the Movement or Search Rounds, to pick up or receive an Item for no Movement Point costs. You can pick up the Items enemy characters have dropped, the same way you pick up other Items.

Aliens can never pick up anything unless specifically outlined in a specific Scenario.

A character may drop Items with no penalty any time during the Movement or Search Rounds. A character can drop an Item at any other time, by rotating to drop it.

Environmental Damage

Environmental Damage is a special form of damage that stems from some potent or pervasive environmental condition, which ignores the target's normal defense, armor and Power/resistance. Environmental Gas and Environmental Acid Damage are common examples. Environmental Damage can occur in various forms (for example, Environmental Gas Damage), or may be general (simply "Environmental Damage). Characters may become immune to specific forms of Environmental Damage by means of Items or other cards that confer such immunities. For example, a special breathing apparatus such as Mask can provide immunity to Environmental Gas Damage.

Note: Cards that grant immunity to certain types of Environmental Damage (i.e. Gas, Acid, etc.) only protect against that specific type. Cards that grant immunity to ALL Environmental Damage (i.e. Compression Suit) protect against all types.

Combat Pool

Combat Pool represents the awareness, mental readiness, tactical ability, and overall fitness of each player's forces. Many powerful cards require an expenditure of Combat Pool to play them.

Combat Pool is represented by tokens. To keep them all in one easy location, you might keep Combat Pool tokens on the tip card. Use the pile of tokens to designate the player's starting Combat Pool. Add tokens when Combat Pool is earned, remove them when it is spent.

A card that requires a Combat Pool expenditure, will designate the cost on the card, either in the card's effect text, and/or by a number printed on the card inside the Combat Pool symbol ().

Optionally, players may choose to play simpler games, ignoring all Combat Pool plays texts and symbols on the cards.

The tokens supplied with each Starter Deck can be used to denote Combat Pool () or reversed to denote Damage Points () [GRAPHICS NEEDED].

Increasing Damage or Resistance With Combat Pool

Once per character each round, a player may spend 2 Combat Pool during the Damage Resolution Step of any Combat sequence to add +1 to his/her character's resistance or damage.

Research Points

Research Points (or RPs) represent scientific advances in information. RPs are different from Combat Pool, but are used in a similar way. Certain cards allow you to accumulate Research Points, and your accumulated RPs can be used in combination with other cards to give you an advantage.

Free Attacks

A Free Attack is any attack that doesn't require rotating. Usually (but not always) these attacks are granted to your characters by certain Event cards. Also, usually (but not always) these attacks (like most Event cards) resolve as they are initiated. This means, unless you have a card that specifically plays or is used in response to an attack, there is nothing you can do to "interrupt" the free attack.

Species/Faction Restrictions

The species/faction restriction on an Event card refers to which PLAYER may play the card, NOT which CHARACTER may be targeted by it. The effect text of the card indicates what may be targeted by the card

Example: Synthetics may use cards that have the Human restriction, as the Human restriction refers to the player, not the character.

Rogues and Marines are two factions of the Human Species, thus both Rogue and Marines Players may use cards with the Human Restriction.

Premiere Event Card Species Restriction Errata

All Premiere Event Cards with the Marine Restriction on them, are now considered to have the Human Restriction on them instead.

This change does not alter the effect text of a card. If a card's effect text specifies a Marine target, a main character with the Marine Resource must be the target of the card. This change ONLY applies to Premiere Edition cards, not to the cards of any other Aliens Predator Expansion.

Binding

Binding Items, Ammo, and Attachments typically restrain a character rather than killing the character outright. A successful hit from a binding weapon, or a weapon using binding Ammo, will do no damage (unless otherwise stated on the card) and the target is considered Bound.

Bound characters are immediately rotated with no effect (if they weren't already rotated), any declared attack by the Bound character is considered negated, and the Bound character may not ready himself for ANY reason, until he is freed. Bound characters have a total Speed and Defense of 0, which cannot be modified.

Bound characters may not take any actions, use any effect text-related abilities, or use any Resources. Bound characters may not: a) rotate, b) ready, c) use free attacks, d) pick up items, e) drop items, or f) move from their current location, unless they are dragged (refer to rules in Section 3 on Dragging/Moving Other Characters). Bound Aliens may not transfer Alien Tokens, or mature tokens/cards.

At the beginning of the Discard and Draw step, all Bound characters must make a Break Roll. On a natural roll of 6, the Bound character is immediately freed and is not longer considered Bound.

In addition to, and immediately following the Break Roll, the Bound character may attempt to muscle his way out. Other characters at the Bound character's location may rotate to add their current Power stat to the Bound character's current power (+1 for each Alien Token).

If this combined total exceeds the binding strength of the Item, the character is immediately freed. Any "edged" weapon which uses a blade, such as Combat Knife, Throwing Disc, Claws, etc., may be used to add an additional +2 to this calculation and can be used by the Bound character and/or the characters assisting him/her.

Characters Bound specifically by Force Nets cannot be dragged or moved for ANY reason, unless they are later captured or freed.

Traps

Traps are a new variety of cards that will debut in the Atmosphere Expansion. Information on these will be made available at that time.

Special Rules for Vehicles

Currently the P.T.V. (Personal Transport Vehicle) is the only Vehicle in the Aliens Predator CCG. More Vehicles, like the A.P.C., will debut in the Atmosphere Expansion.

We are in the process of revising how rules for Vehicles will work, and they could end up with different Attributes than the P.T.V. For purposes of gameplay, the following rules apply specifically to the P.T.V.:

The P.T.V. is found and used much the same way an Item is, except that it can be targeted by attacks without the attacker having to use the Disarmament Event.

SPEED is the Speed of the P.T.V., and also essentially replaces the Speed Attribute of the

character using the P.T.V. Thus, Vriess would be Speed 2 while sitting in the P.T.V. If Hicks were sitting in a P.T.V., he would also be Speed 2.

CAPACITY tells how many characters can "ride" on the Vehicle.

ARMOR on the P.T.V. works differently than other Armor items in the game, and ONLY protects the P.T.V. It does not offer any protection to the character riding on it. The P.T.V.'s Armor works like a Barrier protecting the Hull from damage.

HULL is exactly like a Power attribute for the Vehicle. If the P.T.V.'s Hull is reduced to 0 because of damage, it is destroyed (the character riding on it "falls off" unharmed).

In effect, Armor and Hull are like TWO Power Attributes, in terms of resistance and taking damage. First, damage is applied, resisted, and taken by the Armor, until it is totally gone. Then damage is applied, resisted, and taken by the Hull until it is totally gone (at which point the Vehicle is destroyed).

So, when the P.T.V. gets hit for the first time, its resistance to damage is its Armor attribute (3). If the P.T.V. takes damage, the Armor attribute is reduced first (which does NOT affect Hull or Speed). After the Armor is gone, then the Hull attribute is used for resistance and the taking of damage. When the Hull takes damage, each point of damage DOES reduce Hull and Speed. And when the Hull is gone, the Vehicle is destroyed (discarded).

Vehicles can only be modified by cards that specifically say they modify Vehicles.

Creating A New Scenario

Part of the fun of the Aliens Predator CCG, is the ability to create your own Scenario, to recreate scenes and situations from the movies!

To modify an existing Scenario, or design an entirely new one, there are several benefits or penalties one can assign, such as: 1) Add (or remove) starting characters for the players. 2) Add (or remove) starting Items for the players. 3) Add (or remove) starting locations for the players. 4) Increase (or decrease) starting Combat Pool. 5) Additional deck restrictions (no Ranged weapons for the Predator, for example). 6) Tougher (or easier) Victory Conditions (for example, lower honor requirements or fewer civilians to rescue).

Once the Scenario Victory Conditions are set, create limitations on the Events, locations, Supporting Characters, and Items that players will use. Specify starting locations for each player.

Beyond this, you can invent completely new rules and options for your Scenario, making it as original as you want it to be.

Section 5: Setup

Choose a Scenario

Choosing a Scenario determines the starting conditions for each player. Each Scenario also specifies the Victory Conditions for each player, within the overall Species goals. The standard default Official Scenario is the Contact Scenario. Dark Siege and Aftermath are two other Official Scenarios with high-speed and new players in mind. Countdown and Planetfall are two more advanced Official Scenarios, for enhanced Aliens Predator gaming. Additional Scenarios will be published to further challenge

Aliens Predator CCG players.

The Official Scenarios for Aliens Predator can be found at the Aliens Predator CCG Website, in the following area:

<http://www.alienspredator.com/rules/officialscenarios.html>

Once the Scenario is chosen, players construct their decks to meet its specifications. In addition, the following draw deck limitations hold for all Official Scenarios (unless otherwise stated):

All starting locations are considered distinct, and are therefore different from any further locations of that same name that are played.

The draw deck may only contain one copy of any Unique card.

It may not contain more than three copies of any "non-unique" card, except for Items.

The Rogue, Marines, and Predator player may only play one of each named Main Character; only the Rogue Mercenary, Marine Private, and Eager Youth characters may be played in multiples. The Aliens Player may have multiples of any Alien character in play, with the exception of Queens and Newborns. An Aliens Player may only have one Queen OR one Newborn in play at any one time.

Section 6: Questions and Further Contact

VERSION 2

If you have any questions about the Aliens Predator CCG, you'll probably be able to find the answer at the games official website:

www.alienspredator.com

On this website, you can also subscribe to the Aliens Predator Discussion List. It's an email-based forum that keeps players up-to-date with the game, and lets them discuss Aliens Predator-related topics with each other.

The Official Website also has a player locator, for finding players in your area (be sure to sign up yourself, so others can find you), a REP locator, to find the people in charge of promoting the game in your area, and a retailer locator, to help you find places that sell the game.

Appendix A: Glossary of Terms

A

Ability

Characters have 5 abilities: movement, defense, resistance, damage, and "to hit." An ability can only be boosted by ONE Event card at a time (the player controlling the character chooses which one), but may be reduced by any number of Event cards. 4 of the abilities are derived from, and directly affected by, a character's 2 main Attributes: Speed and Power. Movement and defense are derived from the Speed Attribute, damage and resistance are derived from the Power Attribute.

Action

Anything you or your characters do, that affects the game. It could be playing a card, moving a character, declaring an Attack or Search, rotating to activate an effect, etc. Attacks and Searches are declared, then resolved later. Most other Actions resolve as they are declared. Few cards can "interrupt" these Actions before they resolve.

Adjacent

Two locations are adjacent if any copy of one location is next to any copy of the other location. See also "distinct." Characters may normally move from one adjacent location to the next for 1 Movement Point.

Alien

The race of xenomorphs which use living hosts to gestate embryos for the species. A card with the Alien Restriction may only be used by a player with a Hive Aliens or Cloned Aliens deck

Alien Group

An Alien Character Card with one or more Alien Tokens on it.

Alien Tokens

Alien Tokens are blue, with pictures of tails on them. Any Alien character card (besides a Queen, Newborn, or Molted Alien) can represent an Alien Group, by having a number of Alien Tokens on it. Each additional Alien Token on a character gives that card +1 to hit and damage, and lets the card ignore 1 point of damage it has taken. See [section 4](#), Special Rules for Aliens, for details.

Ammunition/Ammo

Ammo represents the bullets used by most Ranged weapons. Most Ranged weapons have a default ammo (the effects of which are described in the weapon's effect text). Ammo Items can be used to replace the default ammo used in these weapons. Also, certain other cards can cause weapons to "run out of ammo" (preventing you from firing them), or restore your ammo.

Armor

Armor is any form of protection that reduces damage. Each point of armor reduces any normal damage taken by one point. All forms of Environmental Damage ignore Armor. A character may only use one Item at a time that offers armor protection.

Attack

An Attack is one specific instance of a character (or other card) attempting to deal damage to one or more target characters (or other target cards). Whenever an Attack occurs, A Combat situation is said to exist, and the same Steps outlined in the Combat

Round follow for all attacks (if those Steps are applicable). There are two kinds of attacks: Normal Attacks (which are Main Actions, and usually take place during the Combat Round) and Free Attacks (which don't require rotating, may occur in almost any round, and normally resolve almost instantly). Most of the Combat Steps will be inapplicable to most Free Attacks, but not always.

Attack to Capture

An "attack to capture" is the same as a regular attack, with one difference: If the target is killed, it is actually captured instead. Aliens may automatically capture Supporting Characters when they kill them. However, Aliens must declare a specific intent to "attack to capture" Main Characters, and suffer a -2 "to hit" penalty. Rules also exist for Predators to "attack to capture," with a similar -2 "to hit" penalty. See Special Rules for Aliens and Special Rules for Predators for details.

Attribute

Attributes are the two main statistics, Speed and Power, that every character possesses. Four abilities are derived from, and directly affected by, these Attributes: movement and defense are derived from a character's Speed Attribute; resistance and damage are derived from a character's Power Attribute. Attributes may be modified by ANY number of Event cards. Modifying an Attribute automatically affects the abilities that derive from that Attribute. Certain other cards (such as Barriers and Vehicles) also possess Attributes.

B

Barrier

A special type of card which represents an obstacle to movement. Barriers have a Barrier Power value. This represents the Barrier's power and resistance. Barriers may be targeted and damaged just like characters, and have a defense of zero that cannot be modified.

Base Hand Size

Determined by the Scenario. Various others cards and Resources can add or subtract from a player's Base Hand Size. Each time a player cycles his discard pile into his draw deck, his Base Hand Size reduces by 1 card. You CAN have a negative Base Hand Size, but you are never required by your Base Hand Size to discard cards. If you have an equal or greater number of cards than your Base Hand Size, you simply cannot draw any additional cards, until you have fewer cards in your hand.

NOTE: In most Scenarios, players do not get to draw any cards until the first Discard and Draw Round.

Bladed Weapon

See: [Edged Weapon](#).

Brave

See: [Ordinal Resources](#).

C

Caption/Caption/Flavor Text

A card's caption provides background and atmosphere relating to that card. Often it is a line from one of the movies. It has no effect on game play.

Characters

Characters are the living beings (regardless of their species) represented by cards in the game. There are two main sub-categories of characters: Main Characters and Supporting Characters.

Cloned Aliens

Cloned Aliens are a derivation of the xenomorph species which was raised from a cloned queen embryo in Alien: Resurrection. Cards with the Cloned Restriction require a character with the Cloned Resource.

Close Combat

Hand-to-hand combat. Usually declared BEFORE Ranged Combat, but resolved AFTER Ranged Combat.

Combat Pool ()

Combat Pool is used to bring more powerful cards into play. Each Faction starts the game with a certain amount of combat pool.

Concealable

An Item with this Resource can be concealed by a Character and used in a "backstab attack." Currently all Concealable weapons are Prohibited, which mean only Rogue characters can use them.

Connected

Locations are "connected" if you can trace a path from one to the other without crossing a location with the Entry resource. Entry locations themselves are never considered "connected."

Consume

The Newborn will Consume any Alien cards or tokens in its location as soon as they are in the same location. Remove the Alien character, and place an appropriate number of Gore tokens on the Newborn. See Special Rules for Aliens under [Section 4](#) for more on the Newborn and Gore tokens.

Coward

See: [Ordinal Resources](#).

Cross Location

Cross Locations represent locations above or below the "ground" level. They are printed in a horizontal format. See Locations under [Section 2](#) for more information on Cross locations.

Cycle

When you draw the last card in your Draw Deck, you immediately Cycle your Discard Pile, by shuffling it, and making a new Draw Deck with it. Each time you do this, your Base Hand Size reduces by 1.

D

Damage

Damage is inflicted by hits in combat. For Ranged Combat, damage is listed on the weapon. For Close Combat, damage is power plus any weapon bonus. A character (or other card) that is hit by an attack, takes a number of damage points equal to the attacker's total inflicted damage, minus the hit card's total resistance. Each point of damage reduces a card's Speed, Power, and To Hit by 1. If damage points ever reduce a card's Power to 0, the card is destroyed/killed.

Damaged

Items and Locations become damaged in a different way than characters. When these cards get damaged, they gain the Damaged Resource. Cards with the Damaged Resource are assumed to have blank effect text until the Damaged Resource is removed. The most common way to remove the Damaged Resource is to repair the card in some way. This is detailed on individual cards.

Data Tokens

Rogue players can try to win the game by gaining data tokens from locations with the appropriate Resource (usually hi-tech or computers), and then having their ship download these tokens from them. Rogues or other players may find other uses for Data Tokens as well.

Declare

The act of announcing you are going to take an Action (and what that Action will be). Declaring is most often associated with declaring Attacks, and declaring Searches.

Defense

A card's defense ability is based on its Speed Attribute. As Speed goes down, so does defense. An opponent must roll a number higher than a target's defense to hit it in combat.

Destroy/Destroyed

During the course of the game, some cards can become "destroyed." When a card is "destroyed," it is discarded (or, if it is a non-Alien Main Character, it is placed out-of-play). Cards can be destroyed in various ways. For example, armor is sometimes destroyed by acid. Also, locations (and all cards at those locations) are sometimes destroyed by explosions. "Destroyed" is not the same thing as "killed." It is beyond killed. Ripped apart, disintegrated. If a character is "destroyed," cards like [The Will To Live](#) will not help him. If locations are destroyed, they leave gaps in your HUD.

New locations can be played into those gaps later, if they can legally be adjacent to all the locations around that gap.

Dragging

The act of a character using his own movement to pull another friendly character along with him. Both characters must rotate, and the movement cost is +1 for the guy doing the dragging.

Duration

A "duration" is a varying length of time that an effect lasts, after which it expires/resolves. The minimum duration in the Aliens Predator CCG is 1 Round (anything less is not a "duration"). There is no maximum duration (with the side note that effects that are "permanent" or otherwise last for the whole game do NOT have a duration, because they don't expire after any set period of time).

E

Edged Weapon

Any weapon using a "blade" or sharp point is termed an "edged weapon." "Edged" (or Bladed) is not a Resource. Common sense must be used in determining if a weapon is "edged" or not. These weapons cannot use ammo cards, but are useful for helping bound characters to be released. They add +2 to a character's attempt to "muscle out" of the binding. Edged weapons include: [Combat Knife](#), [Acid Resistance Claws](#), [Collapsible Spear](#), [Hunting Kit](#) (contains Melee Claws), [Melee Claws](#), [Naginata](#), and [Throwing Disk](#).

Effect

A card's effect (a.k.a. effect text) tells the special rules or skills for the card. This effect text may describe what the card does, how long it lasts, and how it can be played.

Enemy

An "enemy" is any Main Character controlled by an opposing player.

Entry

A location with the Entry resource will stop locations on either side from being connected. Entry locations are neither Indoor nor Outdoor, but represent a transition between the two.

Environmental Damage

A special type of damage. Both resistance and Armor provide no protections against environmental damage.

Evacuate:

The act of rotating one of your characters at a specified location, to remove that character from the game. Conceptually, that character is escaping the danger zone with his or her life intact. That character has "gotten away." This action can only be

performed if no enemies are present. Characters may choose to drop what they are carrying, just before they Evacuate.

F

Formation

Any group of Marines can arrange themselves into a Formation using one of these Event cards: [2 x 2 Formation](#), [Cover Formation](#), [Tight Formation](#), [Loose Formation](#), [High Ground](#), [Sweep Pattern](#), [Tread Lightly](#), [Shadows](#). Each has its specific effects.

Free Attack

An attack which does not require rotating in order to declare. See: [Attack](#).

G

Gore Tokens

Gore Tokens are gained by the [Newborn](#) when it consumes Alien character cards. See Special Rules for Aliens in [Section 4](#) for details.

H

Hacker

The Hacker Resource represents the skill that computer operatives require in order to gain access to protected information.

Hand Size

See: [Base Hand Size](#).

Healing

Marines, Aliens, Predators, Rogues and other living species can be healed from damage using effects from several cards. Healing allows you to remove a specified number of damage tokens from an injured character. Synthetics cannot normally heal.

Hidden/Hidden Movement/Hidden Movement Marker

The act of becoming "hidden," and using one or more "hidden movement markers" (one true marker token, and possibly several decoys) to mark the locations your character MIGHT be. Each marker is moved as if it is the hidden character, and each marker has the real character's defense value, +1.

Hive Movement

Aliens may move throughout their extensive Hives via Hive Movement. An Alien Main Character may move between the [Breeding Chamber](#) and any location with the

Hive Resource for a cost of 2 movement, IF that Hive Location is part of that Player's Hive (see Hive, or Special Rules for Aliens in [Section 4](#) for details).

Hive

A location with the Hive Resource is a part of an Alien Hive. No Supporting Characters may be found at a Hive Location, unless the Supporting Character card specifically says otherwise. An Alien Player's Hive Consists of any locations that have the Hive Resource, EXCEPT for Hive Locations in an opposing Aliens Player's HUD (unless your Aliens have specifically Hived those locations themselves).

Hiving

If the Aliens Player wants to Hive a location, the Aliens Player must rotate any combination of 4 or more Alien cards or tokens during the Aliens Mature Step, and declare their intent to Hive the location. If at least 4 of those hiving Alien characters and/or tokens survive to the end of the Search Round, then the location gains the Hive Resource.

Honor

A Predator's Honor Requirement for his Honor Victory Condition is set by his character's effect text, plus all Predator Items he finds or picks up during the game (whether he uses them or not). He may kill prey equal to his Honor Requirement and Evacuate, to achieve an Honor Win.

Human

Homo Sapiens, constantly in the wrong place at the wrong time. The Human Species is split into many opposed Factions. Currently, the game contains two of these factions: Rogues and Marines. A card with the Human restriction may only be played by a player who is playing as one of these Factions of the Human Species.

Human Main Character

Any Main Character Card with a green frame is a Human Main Character. Note that some of these, such as [Bishop](#) and [Ash](#), are Human Main Characters, but are in fact Synthetics.

Hunting Pack

Sometimes the Predator clans send a group of young Predators into the fight, on a mission to capture training specimens. These Hunting Packs usually have different Victory Conditions from Solo Predators.

I

Infected

A character with the Infected resource is carrying an Alien embryo. Each turn, the character must make a "burst roll" to see if the Chest Burster will emerge. See Special Rules for Aliens in [Section 4](#) for more information.

I

Killed

Your number's up, baby. That's all she wrote. If you're an Alien Main Character or a Supporting Character, you get discarded. If you're a Human Main Character or a Predator Main Character, you are placed out of play. There's no coming back. Unless of course, [I Thought You Were Dead](#). Maybe you had [The Will To Live!](#) See: [Destroyed](#).

L

Long-Ranged

A weapon which has the Long-Ranged Resource can be used by the weapon's owner to declare an attack on any character in the same location OR in a location adjacent to the owner.

Location

Cards which represent the rooms and areas in which the fighting is taking place.

Lucky

See: [Ordinal Resources](#).

M

Main Action

A Main Action is any action that requires a particular ready card to rotate to perform that action. Common examples are Attacking and Searching. Many cards also must rotate to activate their effect text, as a Main Action.

Main Character

Aliens, Predators, Marines and Rogues; one of the species that players are able to start with at the beginning of the scenario. Main Characters are the "stars" of the story. Alien Main Characters are discarded if killed, but all other Main Characters are placed out-of-play if they die. Unless your particular scenario states otherwise.

Marine

A Marine is any character with the Marine Resource.

Marine Main Character

This term was once used in the Premiere Edition rules, to refer to ANY green-framed Main Character Card. However, these characters are now collectively known as Human Main Characters. A Marine Main Character is now any Human Main Character with the Marine Resource. See: [Human Main Character](#).

Military Arms

Military Arms represent high-tech and military-issue weapons, generally too complex for civilians to use. A character must possess the Marine Resource to be able to use a Military Arms Weapon.

Movement

A character's movement ability is based on his/her Speed Attribute. As his/her speed goes down, so does his/her available movement. A character's movement ability grants that character an equal number of Movement Points (MPs) for use during the Movement Round. A character expends one MP each time he/she moves into an adjacent location. Once a character has no more Movement Points, that character can no longer move that Movement Round. Outnumbering can reduce the number of Movement Points a character has, while other cards can increase that number.

N

Newborn

The [Newborn](#) is the horrific creature which resulted from an unforeseen DNA exchange between [Ripley-8](#) and the [Cloned Alien Queen](#). The Newborn has special rules; see Special Rules for Aliens in [Section 4](#) for more details.

O

Opponent

See: Enemy.

Ordinal Resources

Several Resources exist on a scale, with one extreme at one end of the scale, and another extreme at the other end. Current examples are Brave/Coward, and Lucky/Unlucky. Ordinal Resources that are on the same scale, affect each other in a special way: They adjust where a character "falls" on the scale, and can "cancel out" their opposite. For example, [Ripley](#) is Lucky. If you play [It Was A Bad Call](#) on Ripley (Unlucky for 3 turns), the Unlucky cancels out Ripley's Lucky, making her normal for 3 turns. If you played TWO It Was A Bad Calls on Ripley, this would be enough to tip the balance, and drop her all the way down to Unlucky.

Outnumbering

The effect that a greater number of Main Characters has on a smaller number of opposing characters at the same location, namely, reducing the outnumbered characters' Movement Points.

Owner

The "owner" is the character that is presently in possession of a particular Item in question. Example: [Hicks](#) is carrying a [Pulse Rifle](#). The Pulse Rifle's owner is Hicks. Possession is nine-tenths of the law.

P

Permanent Effect/Permanent Event

Most cards that have lasting effects on the game, say "permanent," or "permanent effect" or "permanent Event" in their effect text. These cards remain on the table wherever they are played, and are susceptible to Events that cancel "permanent" Events.

Phase

The term "Phase" is occasionally used interchangeably with "Step." Step and Phase mean the same thing. Phase is more of a colloquial expression. The official term is "Step."

Player

Not to be confused with individual Rogues Marines, Aliens, or Predators. Many card effects specify player, opponent, opposing player, etc.

Power

A character's Power Attribute determines how much damage a character can resist before being hurt (his resistance), the base damage the character can inflict in Close Combat (his damage), and how hard the character is to kill (his Power). If a character's Power is reduced to zero by damage points, he/she dies.

Predator

A race of hunters which hunt the Aliens and Humans for Honor or sport. This Species usually hunts for honor, but there are some instances of Outcasts from their society which kill for pleasure.

Predator Item

Technology that's out of this world. Items with the Predator Item Restriction may only be used by a character with the Predator Resource. Additionally, they may only be found at a location with the Predator Item resource.

Prohibited

These are generally illegal weapons which are used almost exclusively by Rogues. A character must have the Rogue Resource to use a Prohibited Weapon.

R

Ranged

Weapons with the Ranged Resource are capable of attacking targets from a significant distance away. Because of this, Ranged Combat resolves before a Close Combat attacker can get close enough to strike. Short-Ranged weapons can usually only hit targets at the same location, while Long-Ranged weapons can be used to shoot at targets at the same location OR an adjacent location.

Ready

A card is ready when it is in an upright (vertical) position. All cards are readied (turned upright) during the Ready Round, indicating that they are available to be rotated. Ready cards are capable of rotating to perform a Main Action. Actions that are NOT Main Actions (such as movement) may be performed whether or not a card is ready.

Recycle

See: [Cycle](#).

Repair

Items, locations and synthetics can repair from damage using the effects of several cards. Repairing a card will either remove damage points, or remove the Damage Resource, depending on what the repairing card says.

Research Points

Research by certain characters and items at certain locations generates Research Points (RPs). These points may be used to play other events that require RPs. The player accumulates all Research Points generated by his characters, Items and Events, in the same way that a player can accumulate Combat Pool (but Combat Pool and Research Points are NOT the same thing).

Resistance

A character's resistance ability is equal to that character's Power Attribute. If a character's Power is reduced, so is his resistance. All normal damage a character is hit by, is reduced by his resistance (to a minimum of 0).

Reveal

This is an action whereby a character's hidden movement marker is flipped over for all to see, and discarded. If the marker turns out to be the real character, that character is revealed, and all the decoy markers are discarded. If the revealed marker is a decoy, it is discarded, but the rest of the markers remain.

R-M-P-A (Rogues-Marines-Predator-Aliens) Order

During the movement round, and whenever multiple players want to perform an action at the same time, the actual order in which things occur is Rogue - Marine - Predator - Alien order. In advanced scenarios, if more than one player is playing the same species, those players decide on their order of play prior to the game (via a die roll or other means).

Rotate

A card is rotated (turned on its side or at 45 degree angle) to show that it has taken its Main Action for the turn. Only cards which are in the ready position may be rotated, and only cards capable of rotating may rotate.

Round

A round is part of a turn. There are five rounds during every turn, from the Ready Round to the Search Round. Every player may act during every round, in R-M-P-A Order.

S

Search Action

Any card which specifies "search" or "find" in its effect text, is a search action, and may only be performed during the Search Round. Regular searches are also search actions.

Short-Ranged

A Weapon with the Short-Ranged Resource can be used to declare an attack on a character in the same location as the weapon's owner.

Shuffle Deck

Some Events let players search their deck, then instruct them to shuffle it. When shuffling, include any cards turned over while following the instructions on the card, but do not shuffle any cards that were discarded before the card was played, nor the card with instructions to shuffle.

Singular

If a card's Effect Text says it is Singular, only one copy of that card may be in play at a time, for all players together. Once one copy of a Singular card is in play, no other player may bring a copy of that card into play until the first is discarded or otherwise removed from play. EXAMPLE: If the Aliens Player plays [Doctor Gediman](#) (who is Singular), then the Marines Player may NOT play a Doctor Gediman themselves, until the present Gediman leaves play, by either being killed, discarded or Evacuated.

Species

Each character belongs to a Species. The most common Species are Alien, Predator or Human. Synthetics are artificial humans, but are considered a separate Species for purposes of game play. Animals, such as the [Pet](#), are obviously not human. Other characters without a listed Species are assumed to be human.

Speed

A character's Speed Attribute determines how many locations he can move (his movement ability) and how hard he is to hit in combat (his defense ability).

Starting Cards

These are any cards that are placed on the table, that you "start" or "begin" the game with. Starting Cards begin already in play. Scenarios specify what each Faction's Starting Cards will be. Battle Conditions (which are played before anything else) are also Starting Cards. Starting Cards themselves may also modify what other Starting Cards are (for example, [Distephano](#) may begin with a [Lacrima 99](#). That Lacrima would become a Starting Card). Starting Cards include Battle Conditions, and starting Characters, Locations, Items, or other cards (as specified by the Scenario, or another Starting Card). Starting Cards don't count towards or against deck restrictions or requirements.

Starting Hand

A few Scenarios, like Planetfall, direct players to start with certain cards already in their hand. These cards are collectively called a "Starting Hand", and they come from your Draw Deck. They are not considered "Starting Cards". Starting Cards begin the game on the table, whereas a Starting Hand begins the game literally in your hand. Cards in your starting hand DO count towards and against deck restrictions and requirements.

Step

A Step is part of a Round. Every Round may be broken down into Steps, though this is often not necessary. Every player performs every Step before anyone proceeds to the next Step.

Submerged

A location filled with water or some other benign fluid. Several special rules are in effect at Submerged locations; see Submerged Locations in [Section 2](#) for more information.

Synthetic

Synthetic characters represent androids; machines constructed to look, act and feel like living beings. Aliens may not attack any ready Synthetic Character who has not moved this turn. Likewise, they may not use captured Synthetic Characters as a host to mature Aliens. Synthetic Characters do not heal. Finally, Synthetic Characters may never attack any human character (unless specifically allowed by another card).

Synthetics may store up to 5 data tokens (unless stated otherwise) without needing a Portable Data Drive or other storage device. Such a data token can be gained by rotating at a location with Hi-Tech or Computers during the Search Round, and Synthetics can traverse Submerged locations without losing their data tokens.

T

To Hit

The ability of a character to hit a target in combat. Most characters do not have any normal modifications to their chance to hit; if they roll above their target's defense on a six-sided die they will hit their targets. Only one Event card may increase a character's ability to hit, though any number of Events may decrease "to hit." Other kinds of cards (i.e. [Laser Sight](#)) may modify "to hit" in addition to one Event. Identical cards that modify "to hit" are not cumulative.

Turn

One entire cycle of game play, from the Ready Round to the Search Round. Every player acts during every turn. Cards which last for a certain number of turns, expire at the end of the final specified turn's Search Round. Turns are divided into Rounds, Rounds are divided into Steps, and Steps are divided into Segments.

U

Unique

Only one of each Unique card is allowed in each player's draw deck.

Unlucky

See: [Ordinal Resources](#).

W

Weaponry

Weaponry Items are general-use weapons with the Weaponry Restriction, which are usable by any Human characters.

Appendix B: Resource and Restriction List

[[A](#)|[B](#)|[C](#)|[D](#)|[E](#)|[F](#)|[G](#)|[H](#)|[I](#)|[J](#)|[K](#)|[L](#)|[M](#)|[N](#)|[O](#)|[P](#)|[Q](#)|[R](#)|[S](#)|[T](#)|[U](#)|[V](#)|[W](#)|[X](#)|[Y](#)|[Z](#)]

A

Adaptable: Plus 1 to hand size.

Alien: A race of hive creatures who use host bodies to gestate their young, and have concentrated molecular acid for blood.

B

Brave: A character who successfully masters his or her fear.

C

Central: Location Resource indicating a place located in or near a main high-traffic area.

Civilian: Joe Blow John Q. Citizen.

Communications: Resources used to better communicate between places.

Computers: Machines that are often more trouble than they are worth.

Concealable: An Item that can be hidden, and brought out unexpectedly.

Confined: A cramped area, difficult to move around in.

Corporate: Employees of one of the big companies, like Weyland-Yutani.

Cover: A place with shelter from attacks.

Coward: A character who lets his fear get the better of him.

Cryonics: Technology used for placing characters in suspended animation, a.k.a. hypersleep.

D

Damaged: Any location or item with this restriction cannot be rotated or otherwise used for effect.

Doctor: Not a real Resource or Restriction. A misprint in the Premiere Edition of the game, printed as a Resource on some Infirmary cards.

E

Engineer: A person skilled at fixing things on a larger scale, such as locations.

Entry: A transition point between Indoor locations and either Outdoor locations or the vacuum of space.

Equipment: Miscellaneous Items for either military or civilian use.

H

Hacker: A character proficient at breaking computer security codes.

Hi-Tech: Advanced technology and machinery.

Hive: A location controlled by the Aliens. No supporting characters may be found at hive locations unless the card specifically allows it (such as Cocooned Victim).

Human: Characters with a knack for being in the wrong place at the wrong time. Arrogantly believe that science and technology provide them the means of dealing with anything.

I

Infected: A character who has an Alien gestating inside their chest.

L

Leader: Plus 1 to hand size.

Lethal: A resource of characters proficient at fighting in Close Combat.

Long-Ranged: Weapons which may make ranged attacks on targets at the same as well as adjacent locations.

Lucky: A character blessed with good fortune.

M

Marine: A member of the United States Colonial Marine Corps, or the United Systems Military. Trained to use Military Arms.

Marksman: A resource of characters who have completed specialized training to improve their accuracy with firearms.

Mechanic: A person skilled in fixing things on a smaller scale, such as Items.

Military Arms: Top of the line weapons: Pulse Rifles, Flame Throwers, etc. Only characters with the Marine Resource may use military arms.

O

Open: A place with lots of space inside, which seldom has Cover.

P

Plasma Caster: A Predator Item that fires bolts of superheated gas. There are several types.

Predator: An advanced race of hunters, with a society based around a complex system of honor.

Predator Item: Items of Predator design. Very advanced.

Programmer: A character skilled at manipulating computers.

Prohibited: Outlawed. You can find Prohibited weapons at locations with this resource. Only Rogues will use Prohibited items.

R

Rogue: An underhanded criminal character, out for his or her own interests.

S

Scout: A character efficient at exploring new territories, often on his or her own.

Secure: Usually a safe place.

Security: Not a real Resource or Restriction. A misprint in the Premiere Edition of the game, printed as a Restriction on some Security Guard cards. This Restriction should be read as "Secure," not "Security."

Ship: A spacecraft used for transporting characters from place to place. Also a useful setting for creating terror.

Short-Ranged: Weapons which may make ranged attacks on targets in the same location.

Smartgunner: A character who is trained to use the powerful M56 Smart Gun.

Sniper: A character specially trained to accurately hit targets from a long distance away. One shot, one kill. Silent but deadly.

Synthetic: Androids made to look human. They prefer the term Artificial Person.

T

Tactics: The knowledge of how to effectively maneuver in combat, to gain an advantage over the enemy.

U

Unlucky: A character cursed with consistently bad luck.

V

Veteran: A character with lots of combat experience.

W

Weaponry: Weapons which may be used by civilians or Marines: handguns, Shotguns, etc., found in several locations.