

# "ALIENS : THIS TIME IT'S WAR"

By Pete Jones  
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## **++ INTRODUCTION ++**

*"Is this going to be a stand-up fight, sir, or another bug hunt" (Hudson)*

These rules are inspired by the films Aliens™. They can be played solo as the Aliens are all generated by dice rolls. They are based on the old Milton Bradley game "Space Crusade".

Any scale of figure will do from 10mm to 25mm. Measurements used are inches or use squares if using floorplans.

**Dice:** the game uses normal six sided dice (D6) and special weapons dice which are essentially six sided dice which are of two colours white  and red .

 = 0,0,0,0,1,2

 = 0,0,0,1,2,3

Normal 6 sided dice can be used ignoring 3,4,5,6 on the white dice and 4,5,6 on the red dice or paint out the unwanted pips.

Red dice are used for heavy weapons and white dice for light weapons. Combinations of both dice are used. The totals of the pips are added together.

## **++ SQUAD SIZES ++**

*"These Colonial Marines are some tough hombres, and they're packing state-of-the-art firepower. There's nothing they can't handle" (Carter J. Burke)*

One player is in charge of the platoon leader, the Lieutenant. He is in charge of the Mission and sends his orders to his squads from his command post. He watches the actions on the video links. Each player controls one squad of six to eight men. Each man is equipped with a pulse rifle, a video and audio link, helmet, body armour, and a motion sensor. In addition each squad can also equip 1 or 2 marines with a specialist weapon: incinerator, machine gun or pump action shotgun.

One synthetic may also be brought along, he may not be armed but may operate equipment. Civilians can only be armed with pistols, shotguns or pulse rifles.

## **++ THE ALIENS ++**

*All we know is that there's still no contact with the colony, and that a xenomorph may be involved. (Lt Gorman)*

There are several different types of Aliens:

**Eggs** - Laid by the Queen they contain facehuggers. They are only activated when a non-alien creature pass close to it.

**Facehuggers** - These are released from the eggs laid by the Queen, when they hatch they make for the nearest creature and attach to their face. They then leave a chestburster inside the host, when it is ready it bursts out the host's chest.

**Chestburster** - The youngest of the bug creatures, they are recently hatched from their hosts.

**Small Aliens** - Immature bugs that have shed their chestburster skin.

**Aliens** - Mature bugs.

**Large Aliens** - These are the mature Alien warriors hatched from human or non-human hosts quite often they protect the Queen (known as the Royal Guard).

**Queen** - She breeds all the eggs and is confined to the brood chamber.

The Aliens' blood is acid and eats through all materials, when it lands on metal floors they leave an acid hole of 1" on the floor.

## **++ ARMOUR CLASS AND LIFE POINTS ++**

*"Another glorious day in the Corps. A day in the Marine Corps is like a day on the farm. Every meal is a banquet. Every paycheck a fortune, every formation is a parade. I love the Corps" (Apone)*

All Marines and Aliens have an armour class and each figure has life points. When their life points reach zero they are dead.

Type	Armour	Life Points
Marines (Grunts)	2	1
Marines (Characters: e.g. Hicks)	2	3
Civilians	0	1
Armed combatants not armoured	1	1
Ripley	1	6
Facehuggers	0	1
Alien	1	1
Queen	4	6

## **++ GAME SEQUENCE ++**

*"Hey, listen. We're all in strung out shape. But stay frosty and alert." (Hicks)*

Roll for the layout (if playing a base or ship scenario)

1. Alien activation
2. Aliens move
3. Aliens in contact melee
4. Marines activate

## **++ ALIEN ACTIVATION ++**

*"We should get back, 'cause it'll be dark soon. They mostly come at night"  
(Newt)*

Each turn roll 1D6 dice to see if there is alien activation.

Marines moving: 6

Marines fired previous move: 4-6

Squad resting in secured room, fired previous move: 5-6

Squad resting in room: 6

If the Aliens are activated roll D6:

1-3: All approach from same direction

4-5: All approach from different directions

6: Aliens are divided into groups of up to 1D6 figures, roll for direction on each group.

Direction: (in relation to Marine facing)

1,2: Front

3: Left

4: Right

5: Behind

6: Above or below (roll again 1-3: above, 4-6: below)

The Aliens start 3D6 inches away from the squad (unless that distance is within view, in that case they are placed at the nearest point out of direct view). If above or below the Aliens are in the shafts. They cannot be seen visually but are detectable on the motion sensors.

Aliens that are placed this turn cannot move, only those placed in previous turns.

Roll for which type of Alien is approaching:

1: 1D3 Facehuggers

2: 1D6 Small Aliens

3: 1D6 Aliens

4: 1D6 Small Aliens and 1D6 Aliens

5: 2D6 Aliens

6: 1D3 Large Aliens

*In the Brood Chamber will be encountered the Queen, 6D6 egg caches, 2D6 Large Aliens and 6D6 Aliens. Not a friendly place!*

**Egg cache's:** These are activated by human movement, for every figure within 3 inches of a cache roll a D6: 1-3 and the egg cache opens and a facehugger emerges.

## **++ ALIEN MOVEMENT ++**

*Movement .. can't lock on .. uh multiple signals, they're closing .. I got readings in front and behind .. Look I'm telling you somethings moving and it ain't us" (Hudson)*

Aliens move 8" they always travel towards the nearest human figure, they will ignore synthetics. They do not take cover. If they capture a live human or a body they will always try to retire with the body so it may be cocooned and taken to the brood chamber. Aliens also move by ventilation shafts.

## **++ MELEE ++**

*"Hey maybe you haven't been keeping up on current events but we just got our asses kicked, pal!" (Hudson)*

Each figure in melee rolls the following dice:

Civilians	<input type="checkbox"/>
Marines	<input type="checkbox"/> <input type="checkbox"/>
Characters	<input checked="" type="checkbox"/> <input type="checkbox"/>
Facehugger	<input type="checkbox"/>
Small Aliens	<input checked="" type="checkbox"/> <input type="checkbox"/>
Aliens	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Large Aliens	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>
The Queen	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>

The dice are rolled and the scores added together. If scores are equal the melee is a draw means the human is grabbed by the Alien alive.

The marines have 1 turn to free their comrade if they are grabbed. If they fire at an Alien carrying a comrade and hit there is a 50-50 chance that the marine will be hit not the Alien. If they beat the Alien in melee or kill it by fire the captured marine is freed.

If one score is higher than the other the loser takes damage equal to the difference in the 2 rolls.

If a facehugger wins a melee it attaches itself to the victims face. If it wins the next round of melee the victim becomes unconscious and cannot be revived for the rest of the game. Any attack on the face hugger other than melee will cause an acid splash to the victim it is attached to.

Two consecutive wins in melee on the face hugger are required to remove it (it can then be thrown 1D6 squares away).

## **++ MARINES ACTIVATION ++**

*"One express elevator to Hell .. Going down!" (Hudson)*

When the Marines activate each figure is activated individually. Each figure carries out all his actions including firing, moving, turning to face etc, before moving on to the next figure.

Marines move 6" per turn or 4" if carrying a heavy weapon. Remove 1" of movement to open a door. It takes 3 full turns to weld a door shut.

## ++ FIRING ++

*"Lets rock" (Vasquez)*

All firing is by line of sight. A marines line of sight is 180 degrees to his front. The weapon fired rolls the dice and adds the scores. If the total **exceeds** the armour class 1 life point is lost for each point of damage over the armour. For figures with 1 life point this is instant death.

Weapon	Dice	Remarks
Pistol	□	Range 8"
Pulse Rifle	□ □	
Pump action shotgun	□ □	Range 10", reroll
Smart Gun	■ □	Split Fire, Jam, heavy
Incinerator	■ ■	Split fire, Fuel, heavy
Auto Sentry	■ ■ ■	Range 10", Split fire, ammo
Grenade launcher	■ ■	Blast, ammo

Modifiers:

-1 to dice roll of target is in cover

-1 to dice roll for each band of 10" over 10". (0-10"=0; 11-20"=-1; 21-30"=-2 etc)

**Split Fire:** Add the score of the dice together and then split the total of up amongst any targets in line of sight.

**Jam:** If the maximum is rolled the gun is jammed. To unjam roll 0 on dice next turn.

**Reroll:** May re-roll one of the dice.

**Blast:** A grenade has a 3" circular blast area. The centre 1" adds the total of both dice and the outer area takes damage of the highest dice.

**Fuel:** When a maximum rolled is achieved the weapon has run out of fuel. The weapon must be reloaded this takes 1 full turn stationary.

**Ammo:** When a maximum rolled is achieved the weapon has no more ammo.

**Heavy:** for movement purposes is classed as heavy weapon.

## ++ ACID SPLASHES ++

*"That's it, man. game over, man. Game over." (Hudson)*

Any figure within 1" of an Alien when shot has a chance of being splashed with acid. Roll a ■ dice that score acid is splashed. If the score exceeds the armour class they take damage.

## ++ AUTO SENTRIES ++

*Outstanding. Now all we need is a deck of cards. (Hicks)*

Auto sentries can also be used for protection within the base, they lock on anything that moves in its path and cannot distinguish Aliens from humans. These are stationery firing pods that fire as machine guns and have a 180 degree arc.

## ++ SPECIAL ACTIONS ++

*"We come here and we gonna conquer and we gonna kick some" (Apone)*

Only synthetics and 1 nominated figure per squad may operate equipment. What equipment there is and how it may be used are at the discretion of the players provided it is agreed at the start of the game. For example: picking electronic locks; re-activating Auto sentries; using satellite communication equipment etc.

## **++ SCENARIOS ++**

*It's a rescue mission, you'll love it. There's some juicy colonists' daughters we have to rescue from their virginity. (Apone)*

(1) The players are Colonial Marines who are exploring a base where a group of colonists have settled. Earth has lost all contact with the colonists. The marines are sent to check the base out.

(2) The Colonial Marines are planetside defending a group of settlements where contact has been made with the bugs.

## **++ TERRAIN FOR BASE / SHIP SCENARIOS ++**

*"Looks like some sort of secreted resin." (Dietrich)*

The floor plans are lengths of corridors and rooms as seen from above it. They are divided into squares, corridors are two squares wide and 12 squares long. Each has a ventilation shaft running down both sides. (Aliens may move through these shafts freely, they may also move above and below the corridors in service shafts). You will also need crossroads sections; T junctions; corridor bends (these too have shafts at the side and above and below). You require rooms which are of various sizes (see the layouts section). You will require markers for doors, acid holes, debris and equipment (the acid holes, equipment and debris markers can be of various sizes).

## **++ BASE OR SHIP LAYOUT ++**

*"Looks like somebody bagged them one of Ripley's bad guys here." (Hicks)*

Each move dice for the random layout of the base/ship from the last piece of terrain previously laid. You only have to lay what the Marines can see. (I recommend you keep a map of areas you have previously been so that you may re-use floor plans where the squads have already passed).

- 1,2: Straight corridor
- 3: Straight corridor with a door (1-3: on left, 4-6: on right)
- 4: Corridor with door at end straight ahead
- 5: Junction (1-3: T junction, 4-6: crossroads)
- 6: Corridor with bend (1-3: left, 4-6: right)

Doors are open on a 1-3 and closed on a 4-6.

### Roll for the corridor contents:

- 1-3: Empty
- 4: Acid holes on floor (1D6 halved for quantity)
- 5: Debris (e.g. crates, equipment)
- 6: Other: 1- 3 egg cache, 4-6 other:
  - (1) Egg cache (1-4: already hatched, 5-6: intact)
  - (2) Other (1-2: human body hatched, 3: human body impregnated, 4: crates with concealed egg cache in, 5: auto sentry deactivated, 6: auto sentry activated).

### Layout the other side of a door:

- 1-3: Room
- 4-6: Corridor

Rooms (size in squares):

1,2: Small cabin (6 x 6)

3,4: Large cabin (8 x 8)

5: Large room (20 x 20)

6: Other (1: Service area, 2: medical centre, 3: Storage area, 4: Communications centre, 5: Galley, 6: Brood chamber! all 20 x 20)

Room contents:

1-2: Empty

3: Contents relevant to room (i.e. weapons, medical supplies etc)

4: Acid holes on floor (1D6 halved)

5: Debris (e.g. crates, equipment)

6: Other 1-3 egg cache, 4-6 other:

(1) Egg cache (1-4: already hatched, 5-6: intact)

(2) Other (1,2: human body hatched, 3: human body impregnated, 4: booby trap, 5: debris with concealed egg cache in, 6: auto sentry damaged).

Booby traps are activated on a roll of 6 for each person (only 1 trap per room). Roll as being attacked by ,machine gun

**++ TERRAIN FOR PLANETSIDE SCENARIOS ++**

*"We're in the pipe, five by five." (Ferro)*

The Marines are based in a complex in the centre of the tabletop and this is surrounded by six or seven mining settlements. Each settlement has a collection of settlers armed with pulse rifles, shotguns and pistols. The bugs come on from the table edges trying to overrun the mining settlements before the Marines can come to their rescue. The planet has lots of rough terrain.

Aliens are rolled for and come onto the board every D6 moves (i.e. when the next batch enters the playing area roll a D6 to see when the next group enter).

Roll a D8 to see the direction they approach from:

1: North

2: North East

3: East

4: South East

5: South

6: South West

7: West

8: North West

Initially the Aliens start with 4D10 figures, when the next group arrives there are 1d10 figures.

**++ THE MARINES FROM THE ALIENS FILM ++**

*"Not bad for a human" (Bishop)*

Here is a list of all the characters from the second film in the series Aliens: Lieutenant Gorman, Master Sergeant Apone (Unit Leader), Corporal Hicks (B-Team Leader), Corporal Dietrich (Med-Tech), PFC Hudson (Com-Tech), PFC Vasquez (smart gunner), Private Drake (smart gunner), Private Frost (Trooper), Private Crowe (Trooper), Private Wierbowski (Trooper), Corporal Ferro (Drop-ship Pilot), PFC Spunkmeyer (Drop-ship Crew Chief), Bishop (Synthetic), Carter J. Burke (Company Representative), Ellen Ripley (Civilian Advisor), Rebecca "Newt " Jordan (sole survivor from LV-426).

## **++ HISTORY OF THE ALIENS ++**

*My mommy always said there were no monsters, no real ones, but there are.*  
(Newt)

At one time there was a race of people known as The Jockey Race, they were fighting in a bloody civil war. Then as an experiment they bred a living machine that would be the ultimate warrior. The hive structure was used to keep the race under control, the warriors would not stray far from their Queen.

The experiment was very successful. Eggs were introduced to the enemy area, from that egg an Alien emerges and impregnates a host. After a short while it bursts from its host killing it, this creature would then look for further hosts to impregnate or kill any creature that got in its way. Eventually the entire population would be infested. The Jockey Race won their war.

Soon the Aliens learnt to produce their own Queens and the infestation spread. In a last attempt to find a cure for the Aliens the Jockey Race sent a cargo ship carrying eggs from the infested planet. This ship was lost. One of the eggs from the cargo released its contents and infected the pilot of the ship. Before he died he sent out a warning signal from his ship to prevent others finding his deadly cargo.

**2122:** A human spacecraft landed on the planet LV-426 after receiving a distress call (Alien). They discovered the Jockey ship and one of their crew became impregnated by an Alien. Very soon the crew were infected, but one crew member survived (Ellen Ripley). She escaped in a life pod.

**2155:** LV-426 starts to become terraformed and is re-named Acheron.

**2179:** Ellen Ripley is found in her escape pod. Contact from LV-426 is lost with Earth. Ripley and a detachment of Colonial Marines are sent to rescue the Colony. They soon discovered the colony had been lost to the Aliens. They managed to destroy the complex but only one damaged robot and three people survive. (Hicks, Ripley and Newt). They escape on the Sulaco. (Aliens)

A squad of Colonial Marines is deployed to the Rim which is infested with Aliens. The squad is decimated and only 2 people survive (Cpl Wilkes and colonist Billie) they both return to Earth.

**2180:** Unknown to the survivors of the Sulaco an egg had been laid on their escape ship. The shuttle crash lands on Fiorina 161 a disused penal colony. Only Ripley survived as Hicks and Newt are killed in the crash. An Alien creature escaped and impregnated a dog on the planet and a new strain of Alien was unleashed. This creature was eventually killed but Ripley had already been impregnated during hypersleep. To prevent this creature surviving Ripley commits suicide. (Alien 3)

**2192:** Earth is invaded by the Aliens when a Queen gets free. Earth is abandoned. Survivors are evacuated to Gateway Station orbiting Earth. Wilkes and Billie leave.

**2194:** With Earth lost research stations are set up to try and train the Alien creatures with an idea to take them to earth to fight for the humans against their own species. Wilkes and Billie try to stop the experiment. However, once on Earth they kill their human trainers.

**2194:** The Queen Mother is bought from the Alien Homeworld to earth.

**2196:** Nuclear weapons are used against the Aliens killing about 75% of them.

**2197:** Meanwhile on their home planet the Queen dies and the fighting starts amongst themselves. On Earth there are super athletes who use a drug distilled from the Aliens body - and the Military want it.

**2214:** Military extermination teams are sent to the Alien Homeworld to recover the Royal Jelly used by the Queen because of its powers.

**2215:** The Rogue Alien is created on Charon.

**2225:** Beserker squads employed to wipe out Alien hives.

**2230:** Ellen Ripley is cloned from blood DNA samples taken from Fiorina 161. It is intended to revive the Alien race as a biological weapon. The experiment goes badly wrong and many people are killed on the space laboratory. The Alien born from Ripley has evolved. A new hybrid Alien was born to the Queen a cross between an Alien and a Human. Again the Aliens were killed and Ripley, 2 humans and a robot survived. (Alien Resurrection).

### **++ MINIATURE FIGURES ++**

*I'm ready, man, check it out. I am the ultimate badass! State of the badass art! You do NOT wanna fuck with me. Check it out! Hey Ripley, don't worry. Me and my squad of ultimate badasses will protect you! Check it out! Independently targeting particle beam phalanx. Vwap! Fry half a city with this puppy. We got tactical smart missiles, phase-plasma pulse rifles, RPGs, we got sonic electronic ball breakers! We got nukes, we got knives, sharp sticks... (Hudson)*

#### Leading Edge Games (out of production)

An official range of 25mm figures was produced including: Alien Warriors, Facehuggers, Eggs, A Queen, all the characters from the film, colonists, the powerloader, APC, Dropship, Sulaco, sentry Guns

#### Pendraken

An unofficial 10mm range of figures clearly looking like characters and Aliens from the film. Including: Marines, marines with smartguns, facehuggers, eggs, bodies with chestbursters, small warriors, medium warriors, large warriors, queen, civilians.

#### Denizen

25mm Sci Fi figures from the Mid Tech Range. Suitable Colonial Marine figures include: troopers with assorted weapons (assault carbine, laser cannon, flamethrower, shotgun).

#### Excalibur Miniatures

Alien warrior - very close to the Alien from the film.

#### Fortress Figures

They do an alien pod which can be used for an Alien egg. They also do a backbiter which can be used as a facehugger.

#### Games Workshop

Genestealer look similar to the Alien creature but with 6 limbs. Necromunda beastie is similar to a facehugger.

#### Geo Hex Stargrunt Miniatures

25mm Sci Fi figures. Use the New Anglian Confederation Royal Marines. Figures include: Marines with helmets and rifles. heavy weapons section, sniper section, recon section.

### Heroes Miniatures

They produce an alien warrior.

### Infantryman Models

Future Warrior range use Vincent Bloodstone's colonial troopers and the heavy weapons.

### Kryomek

25mm figures use Nexus marines, various figures some with heavy weapons. In the Simtac range they have some alien figures which need re-modelling use Warrior drone with claws.

### Riversco

Produce a Alien warrior. They also produce a powerloader walking forklift.

## **++ ACKNOWLEDGEMENTS ++**

*"They ain't paying us enough for this, man" (Drake)*

Aliens™ is copyright of Twentieth Century Fox. Thanks to James Cameron and Twentieth Century Fox, the film that inspired these rules.

If you enjoy this game I can recommend the following games: Aliens by Leading Edge Games, Space Hulk by Games Workshop and Space Crusade by Milton Bradley. Unfortunately they are all out of print. There are a number of books and comics available on the Aliens genre....coming soon Ridley Scott is making the Alien Prequel.