

INTRODUCTION

- The Company has colonised the planet LV-426.
- Contact with the "Shake and bake" colony is lost.
- The Company sends a team of Colonial Marines, with Ripley as "Advisor", to find out what has happened at Hadley's Hope.

Can Ripley and the very tough hombres, packing state-of-the-art firepower, survive attacks by swarms of biomechanical aliens, and nuke the entire site from orbit?

Objective:

Aliens: This Time it's War is a 2-player card game in which one player plays the part of the Colonial Marines (including Newt, Burke, and Ripley), and the other player plays the Alien Queen and her spawn.

To win the game, you must meet one of the following conditions:

- The Aliens win if all of the Colonial Marines are killed.
- The Colonial Marine player wins if Ripley reaches and survives the Sulaco Loading Bay battlefield turn space "4".
- The Colonial Marine player wins if she manages to "Nuke the entire site from orbit".

Components:

- Two decks of cards: 61-card Aliens deck, and a 62-card Marine deck.
- Five Battlefield cards: Reactor Chamber, APC Withdrawal, Ops Centre, Dropship Evac, and Sulaco Loading Bay.
- 15 beads, pennies or counters.
- One Airlock card.
- One Ripley card.
- One Newt card.
- One Sgt. Apone card.
- One Cpl. Hicks card.
- One Pvt. Hudson card.
- One Lt. Gorman card.
- One Pvt. Vasquez card.
- One Pvt. Drake card.
- One Pvt. Frost card.
- One Cpl. Ferro card.
- One Pvt. Spunkmeyer card.
- One Cpl. Dietrich card.
- One Pvt. Crowe card.
- One Pvt. Wierzbowski card.
- One Bishop card.
- One Burke card.
- One "Nuke the entire site from orbit" card.

SETUP

1. Place the five battlefield location cards in the middle of the playing area, between both players – in the following order, from left to right: Reactor Chamber, APC Withdrawal, Ops Centre, Dropship Evac, and Sulaco Loading Bay.
2. Put the turn marker on the “1” space on the Reactor Chamber battlefield.
3. Place the Airlock card beside the Sulaco Loading Bay card, at the end of the row of battlefields.
4. Put beside, or in front of the Colonial Marine player the sixteen character cards, depicting the thirteen Colonial Marines, Burke, Ripley, and Newt. She should also take the ‘Nuke the entire site from orbit’ card, and put 10 tokens on the card.
5. Both players take the appropriate deck and shuffle, placing them face down in their playing area.
6. *Now both players should draw five cards each for their opening hands.*

ANATOMY OF A CARD

Title (top-centre): The Name of the card.

Power (top-left in red): The relative power value of the card.

Cost (top-right in black): The cost to use the card.

Text: Describes the card’s special rules.

TYPES OF CARDS

Firepower cards: Any Marine card with a red power value.

Alien attack cards: Any Alien player card with a red power value.

Row-blocking cards: All cards that do not effect power totals, but are placed upon a battlefield (maximum of 2 per battlefield).

One-shot effect cards: All other cards.

PLAYING THE GAME

The Colonial Marine player *a/ways* takes the first turn.

Each player completes his entire turn before play passes to the opponent. Play passes back and forth in this fashion until one player wins.

Turn Sequence:

Your turn is divided into four phases, taken in the following order:

Advance turn marker phase: Move the marker ahead one space – this may move you onto a new battlefield (only the Marines have this first phase).

Draw phase: Draw two cards.

Card phase: Play any number of cards from your hand. Also, both players may discard any number of cards they already have in play, if they so wish.

Attack phase: Determine the Alien's attack and the Marine's subsequent casualty (only the Aliens have this fourth phase).

During your turn, you do not need to play any cards if you do not want to. You may not, however, choose to "pass".

Advancing the turn marker:

At the beginning of every Marines player’s turn – after the very first turn – advance the turn

marker one space forward. If you have already reached the last number on a battlefield, move the turn marker to the "1" space on the next battlefield.

Example: Last turn, you reached the turn "4" space on the Reactor Chamber battlefield. This turn, move the marker to the "1" space on the APC Withdrawal battlefield.

Be aware that certain one-shot cards, in the decks of both players, can push the marker forward or backward, outside of the Advance Turn Marker phase.

Playing a card:

You may, during your turn, put cards from your hand into play on your side of the *current* battlefield card. The only cards that the Marine player can place here are cards with a red firepower value (top left) – she also has one card, 'Weld here and here and here', that can be placed on the opposing side. The Aliens player can only place cards into play with a red power value, or one of the five row-blocking cards, such as 'Locked Security Door', which she can put on the Marines side of the battlefield.

One-shot cards, unless it states differently on the card itself, may only be played during your turn, and only effecting cards in the current battlefield.

So, imagine that there's an imaginary column below and above each of these battlefield cards. For the Marines, each column has a three-card limit. The Alien player has no such limit! Once three cards have been placed (below Reactor Chamber, for example) by the Marine player, she may not place any more cards in that column – unless she removes one of her own firepower cards already in place there. Cards may not be moved from column to column - unless aided by specific cards.

To play any card, you *must* pay the cost of that card. The cost value is equal to the number of *other* cards that must be discarded from your hand into your discard pile.

Example 1: The Marines player wishes to play Short, Controlled Bursts to remove an Alien Swarm from the Ops Centre column. The cost for Short, Controlled Bursts is zero, so he does not have to discard another card. The swarm is destroyed!

Example 2: The Marines player wants to play one of the Sentry Gun cards into the Sulaco column (it only has two cards in it at present). The cost of the Sentry Gun is two, so if the Marine player has two other cards available in her hand, she must discard them. If she has more than two, obviously she makes a choice over what to keep and what to place in the discard pile.

You only ever need to pay the cost once for each card. There is no hand size limit (you may hold as many cards as you wish).

Activate a card:

Many cards have special rules listed in their text. All text takes effect immediately when its card is played. For one-shot card effects, the card is implemented and then the card is placed in the appropriate discard pile.

Some cards – like '10mm Explosive tip caseless' - have effects that only happen when the card enters play. Follow the rules on the cards as they read. The > symbol on many of the game's cards is merely shorthand for this phrase: 'when this card enters play, do this.'

The Airlock special card, that is beside the Sulaco battlefiled, but not placed in a column, may only be activated on the Colonial Marine player's turn, by the Marines, obviously!

Colonial Marines character cards:

These represent the various members of the ill-fated expedition to LV-426. Each has a value

printed on the top of the card - this is their Survival Rating. When the Marines player has to take a casualty – either through the play of cards by the Aliens player, or as a result of the Attack phase – she must choose one of her marine cards and flip it over (revealing a fate or a special situation). The Marines player must choose a casualty with the *lowest* Survival Rating possible.

Example: she cannot choose to flip Burke if all the zero and one-rated Marines are still alive.

If there is a choice, the Marines player can choose from amongst the available Marines – of that Survival Rating pool.

Also, some of the Marines have a detrimental effect stated on their card – obey the special text upon selecting the Marine casualty.

‘Nuke the Entire Site from Orbit’ card:

Each turn that the Aliens player fails to kill a Colonial Marine character, remove a token from this card.

When the last token is removed, the game is over with the Colonial Marines the immediate winner.

Attack Phase:

During each turn that the Aliens player takes, you must determine his attack value *only* in the current battlefield column.

To determine his attack in a column, add up the total power (contributed by aliens or nests, etc) on his side of a column. This is now matched up against the Marine's total firepower (contributed by M41A Pulse Rifle cards, etc) on his side of that same column. Please note: also added to the Marine's total is the defensive power value of the battlefield card in the middle of the column (located in the bottom-left in red).

If the Alien's total power is greater than the Marine's in the current column, then the Marine player must take a casualty.

If the Marine's firepower is equal to or greater than the Aliens total power, then remove a token from the ‘Nuke the Entire Site from Orbit’ card.

Play now passes to the Colonial Marines player.

Example 1: The Aliens player has an Alien warrior (power of three), and an Alien Drone (power of one), below the Reactor Chamber battlefield card. His attack power is four. Opposite these cards, the Marines have only a M41A Pulse Rifle (power of one), so his power is one – Reactor Chamber's zero power, plus the Pulse Rifle's power of one. This means that the Marine player must take a casualty.

Example 2: The Aliens player has an Alien Warrior (power of two), and an Alien Nest (power of three), below the Sulaco battlefield card. His attack power is five. Opposite these cards, the Marines have a Flamethrower card (power of three), and two M41A Pulse Rifle cards (power of one each), so his power is six – Sulaco's defensive power of one added to the Marine's firepower. This means that the Aliens have been thwarted this turn. Remove another token from the ‘Nuke’ card.

GAME END

Play continues as described until one of the objectives has been met.

FAQ

The ‘Nuke’ card has two tokens left on it – I’m the Aliens player – so why would I want to kill Burke?

The Aliens player cannot lose the game as a result of Burke's death. If he is killed while there are two tokens on the 'Nuke the Entire Site from Orbit' card, only remove one of them. After this event, the Aliens player is still liable to lose through the removal of further 'Nuke' tokens.

I already have three M41A Pulse Rifle cards placed on the current battlefield column, and I draw a Smart Gun card – can I play it?

Yes – but only if you discard one of your other firepower cards from play, from that battlefield.

What do the F and N letters mean on the Dropship Evac battlefield?

F is for Ferro: If Ferro is killed before the end of the Dropship Evac battlefield, then you must advance the turn marker along these two spaces, in addition to the four it already has – this represents the time Bishop needs to remote pilot the spare Dropship down from the Sulaco. N is for Newt: If Newt is killed before the end of the Dropship Evac battlefield, then you must advance the turn marker along this additional space, in addition to the six you will already have to survive: four 'normal' turn spaces + two 'F' spaces – this represents the extra time Ripley needs to save Newt from the Alien nest. However, if Newt is 'killed' again, before you reach the 'N' space, you do not need to complete that additional turn.

Why do the Flamethrowers and Sentry Guns have red-coloured titles?

As a reminder to both players that these cards are tougher to remove from play by the Aliens player, and are mentioned on various cards from both player's decks.

Can I bring back the Alien Queen with "So who's laying these eggs?"

Yes. Unless the Queen was removed from the game by 'Get away from her, you bitch!'

What specifically is an "Alien card"?

Any card with a card-title that begins with the keyword 'Alien'. So the card 'Inhuman Infestation' is not an 'Alien' card, for the purposes of this rule.

What does "Impervious!" mean on the Powerloader?

The card cannot be removed from play by the Aliens player; though it may still be sucked out of the Airlock – if the Marine player chooses to activate it.

So I'm placing firepower cards on a battlefield – what's actually happening from a theme PoV?

The idea is that the Colonial Marines are laying down suppressing fire with their various weapons, and the aliens must overcome the force of it.

My Burke character card has been killed, but the Aliens player still played a 'Burke. Carter J'. card – is this correct?

Yes. And this rule applies to all situations in the game whereby the card's title quote has been spoken by a dead marine. They are only card titles. If the game had to take in situational rule permutations regarding who said what and when, then the game would be about a hundred times more complex, for no extra fun! Anyhow, who knows if Burke didn't set a course of action in progress, before being killed....

How does Toughness:1 work?

This means that the card has to be killed twice before being placed in the discard pile – it has an extra wound, so to speak.

Can I use 'Let's Rock!' on the Alien Queen to kill her?

Yes. You can choose both targets to be the same card.

Can I really destroy a lower-power alien with 'Short, Controlled Bursts' just as easily as an Alien Swarm?

Yes.

What do the dashes mean beside the numbered turn marker spaces?

These are extra spaces that will need to be used if you are on the first turn on a battlefield, and the Aliens player plays a couple of 'extra turns on this battlefield' type cards. They allow some space on the battlefield for extra turns, effectively.

I'm on the "4" turn space on the Reactor Chamber battlefield – can I play 'Let's get the fuck out of here!' to advance immediately to the APC Withdrawal?

No. Any 'minus one turn on this battlefield' cards must be played before reaching the last turn marker space on any given battlefield.

Can I place two 'Locked Security Doors' and an 'Inhuman Infestation' on say, Dropship Evac, thereby denying the Marines the chance to place any firepower cards?

No. The rules state that any one battlefield can only sustain two row-blocking cards at any one time.

Can I place a Locked Security Door on the Sulaco, while the game is still centred around the APC Withdrawal battlefield?

Yes. All the row-blocking cards state that they may be placed on any upcoming battlefield. The same rule applies to Alien Lurkers.

How do I get out of this chickenshit outfit?

You secure that shit, Hudson!