

ALIENS

ANOTHER GLORIOUS DAY IN THE CORPS A Cooperative Survival Game

FREQUENTLY ASKED QUESTIONS

DEFINITIONS

Core Rulebook pg. 6

Q: What is a player?

A: A player is a person playing the game. If you have 4 people playing the game, then you have 4 players.

Q: What is a Character?

A: Characters are the humans that are trying to survive the alien onslaught.

Q: What is a Hero?

A: A Hero is a Character that is controlled by a player.

Q: What is a Grunt?

A: The Grunts are the pool of Characters that are not Heroes. They are Activated by the players along with their Hero.

Q: What is a Marine?

A: There are two types of Characters: Marines and Civilians. Ripley, Newt, Burk, and Bishop are Civilians. The rest of the Characters are Marines.

IS "MAY" OPTIONAL?

Q: If a special ability or card does says that you may do something, is it optional? Conversely, I that it is mandatory if it does not say 'may'?

A: Yes. Things that you may do give you the choice to use an ability or not. If it does not say may, you must do it. For example, Gorman must draw cards at the end of his Activation.

ENDURANCE CARDS

Q: Is there a maximum player hand size?

A: There is no hand limit though holding on to too many cards limits the amount of cards you have in the Endurance Deck.

EVENT CARDS

Core Rulebook pg. 10

Q: Do you Discard Event cards when you play them?

A: No. After resolving the effects of an Event card, place it on the Exhaust Pile.

HAZARD CARDS

Core Rulebook pg. 10

Q: Do you have to play a Hazard card that was revealed by a Motion Tracker card?

A: No. The Hazard card is placed in the Exhaust Pile without resolving its game effect.

COST OF EVENT CARDS

Core Rulebook pg. 12

Q: Do you have to pay the cost to play an Event?

A: Yes. Whenever you play an Event card, or equip an Equipment or Weapon card, from your hand you always need to pay their cost.

EXHAUSTING CARDS

Core Rulebook pg. 12

Q: Do you Reveal cards that you Exhaust?

A: No. Cards move to the Exhaust Pile from the Endurance Deck face down.

LOOKING THROUGH DOORS

Core Rulebook pg. 17

Q: Can a Line of Sight pass through the door posts at the edge of a door?

A: Yes. The walls end where the thick black lines end. The door posts block movement, but not Line of Sight.

ACTIVATING GRUNTS

Core Rulebook pg. 14

Q: Can I use Rank to Activate Grunts more than once per Marine Phase?

A: No. Grunts are Characters, and Characters can only be Activated once per turn.

Q: If there are no Marine Hero Characters, can a Civilian Hero Character that does not have Rank, such as Ripley, Activate Grunts?

A: No. However, all Grunts that have not yet been Activated are Activated at the end of the Marine Phase, even if none of the players have Rank.

DEFENSIVE FIRE Core Rulebook pg. 21

Q: If you manage to kill the Alien or Alien Swarm with your Defensive Fire, can you then keep on going Full Auto and shoot at a different Alien or Alien Swarm?

A: No. The Defensive Fire rule only lets you Attack the Moving Alien or Alien Swarm.

KNOCKED DOWN CHARACTERS Core Rulebook pg. 21

Q: Do Aliens move toward a Knocked Down Character?

A: Yes. Knocked Down Characters are still Characters, so Aliens will still move towards downed Characters.

Q: Can a Knocked Down Character use Defensive Fire? Can they make Defense Rolls?

A: No. Knocked Down Characters must skip all Actions, so they cannot take the free Attack Action. The Defense Roll is not an Action, so a downed Character still must roll their Defense Roll.

MOTION TRACKER CARDS Core Rulebook pg. 23

Q: Does a player still draw cards when their Character leaves the game or if they died with no Grunts to upgrade?

A: No. Once a player leaves the game via an exit or is eliminated they no longer draw Motion Tracker Cards.

BARRICADED SPAWN POINT Core Rulebook pg. 23

Q: If 2 Blips Spawn at a Barricaded Spawn Point, do I roll to break through for each Blip?

A: Yes. You place each Blip, one at a time, rolling for each Blip as it is placed. If the Barricade is destroyed, you place any remaining Blips next to the Spawn Point as normal.

NO ROOM FOR BLIPS

Core Rulebook pg. 23

Q: We have Characters surrounding a Spawn Point and two Blips need to Spawn, one can go on the Spawn Point, but where does the second one go if there is no room?

A: It gets placed in the closest available space from the Spawn Point. If there are multiple places it could be placed, the player with the highest rank (or the Alien Hive player if there is one) chooses where to place it.

WE RAN OUT OF BLIPS

Q: What happens when you run out of Blips?

A: Whenever you place a Blip, if there are no Blips to place instead move every Blip in the game 3 spaces using the normal Blip movement rules.

DO SPAWNING BLIPS ATTACK Core Rulebook pg. 23

Q: If a Blip Spawns next to a Character and is spotted, does it attack and if it does is there defensive fire?

A: Resolve the Spotting as normal, so replace the Blip with an Alien or Alien Swarm. The Alien does not Move or Attack as it is not the Activate Aliens Step.

SOLO PLAY TUNNEL MARKERS Core Rulebook pg. 23

Q: If I am playing on my own, does that mean all the Tunnel Markers will Spawn at my Characters location?

A: Yes. As the only Hero Character in the game, all Tunnels will be placed beside your Character.

FACEHUGGERS Mission 3: Survive

Q: What does "Character fails its Defense Roll" mean in context of Facehugger attacks?

A: This is defined on the mission card. It only gets placed on the Character card if the Facehugger would kill or capture that Character. This is a replacement effect for those two conditions.

HIVE HAZARDS GAFHYB Rulebook pg. 6

Q: Are these different then normal Hazard cards?

A: Yes. these do not start the game in the Endurance Deck instead the Hive player adds them to the game using other card effects.

WEAPONS & EQUIPMENT RULES

EQUIPMENT CARDS

Core Rulebook pg. 15

Q: Can I Equip a fully-equipped Character?

A: Yes, but you must Unequip cards (returning them to your hand) to make room for the new Equipment as you do so.

FULL AUTO

Core Rulebook pg. 17

Q: When I use the Full Auto rule with my M56 Smart Gun how many cards do I Exhaust?

A: Full Auto allows you to Exhaust cards to take additional free Attack Actions. So, in this case, you Exhaust 3 cards to take an Attack Action with the M56 Smart Gun. Then you Exhaust an additional card using the Full Auto rule to take a free Attack Action. You can keep Exhausting a card and taking a free Attack Action until your Aim gets so low that you miss.

SENTRY GUNS

Core Rulebook pg. 26

Q: In the rulebook it says that when a Sentry Gun hits "everything in target space is killed". Does it mean it kills a whole swarm with one hit?

A: Yes. The Sentry Guns kill a whole Alien Swarm or Blip with one hit.

PULSE RIFLE

M41A Pulse Rifle Card

Q: If I fire an M41A Pulse Rifle, do I need to use my second Action to use an M40 Grenade?

A: No. You get the additional M40 Grenade Attack Action as part of your first Action.

Q: Do I get any extra Range on my Grenade Attack when I do it as part of a Pulse Rifle Attack?

A: No. The Attack still targets a space within 4 spaces.

FLAMETHROWER & GRENADE ATTACKS

M240 Flamethrower Card

Q: Does there need to be an Alien in the space that I target with my M240 Flamethrower or M40 Grenade?

A: No. You can pick any space within Line of Sight and within two spaces of the Character, empty or not.

Q: Do I Exhaust cards for each Alien hit in the Attack, or just once for the whole Attack?

A: You Exhaust the cards to take the Attack Action. In resolving the Attack Action, you roll a die for each model or token around the targeted space.

Q: Do I reduce the Aim Dial for each model or token I roll for, or just once for the Attack Action?

A: Your Aim goes down each time you take an Attack Action, not for each die you roll.

Q: If there is a Character in a space next to my target space, can they get hit?

A: Yes. You roll for each model and token. So if you drop a Grenade next to Gorman you will have a chance of hitting him.

HK VP70 PISTOL

HK VP70 Pistol Card

Q: I have 5 on my Aim Dial. When I shoot my HK VP70 Pistol, do I still hit on a 4 or less, or do I have to roll a 3 or less to hit?

A: You still hit on a 4. The Pistol ability lets you hit on a 3 or lower even if your Aim Dial is below 3.

MOVEMENT

MOVING THROUGH DOORS

Core Rulebook pg. 13

Q: Can I move diagonally between two spaces that are separated by an area outlined with a thick white line? For instance, can I move diagonally through a door or around a computer?

A: No. You can't move across thick white lines. You can only move between spaces connected by a fine white line (even if only at a corner). You have to move into the space in front of a door, then to the other side of the door, and then move on from there..

Q: Will a door open if a Model or Blip is diagonally adjacent to it?

A: If you look at the way doors are drawn, you will see that the door posts on either side have thick white lines around them. Since you can't move across these, the only spaces next to the doors are the ones right beside them. The diagonal spaces are not next to the doors, so you will not open a door from them.

MOVING PAST ALIENS

Core Rulebook pg. 16

Q: You must stop when you enter a space next to an Alien. Does that mean you can't move at all if you're next to an Alien model?

A: No it doesn't. You can either move away from the Alien, moving freely since you aren't entering a space next to an Alien, or you can move to another space that is next to the Alien (or another one) and then stop.

Q: Your movement can be stopped by Blip tokens. How can you enter a space next to a Blip without spotting it first?

A: If you moved up to a door, causing it to open, you might find yourself face-to-face with a Blip in the next space, stopping your movement. You will then Spot the Blip, replacing it with an Alien.

ALIEN MOVEMENT

Core Rulebook pg. 20

Q: Will an Alien or Blip continue its movement after successfully breaking through a Barricade?

A: Yes. The Alien or Blip only stops moving if it fails to pass through a Barricaded door.

Q: Is it really correct that an Alien Model or Blip cant pass through other Alien Models or Blips but Characters can move through Characters?

A: Yes. The Characters are better at cooperating rather than just rushing after prey.

ALIEN BLIP MOVEMENT

Core Rulebook pg. 22

Q: Blips are Activated one game board at a time. If a Blip moves from one board to another, does the Blip move again when you Activate the Blips on the second board?

A: No. Blips only Activate once per turn.

CHARACTERS

ENRAGED RIPLEY

Enraged Ripley Character Card

Q: Is Enraged Ripley's On Activation ability optional?

A: No. This is the cost of having an Enraged Ripley. You must Exhaust five Endurance cards. She gets three Actions a turn, but will burn through your Endurance cards if you are not careful.

Q: When can I swap Ripley for Enraged Ripley?

A: At the Start of any Mission.

Q: Can I swap Enraged Ripley back for normal Ripley?

A: Yes, but only at the Start of a Mission.

NEWT

Newt Character Card

Q: Is Newt's End of Activation ability optional?

A: Yes. It should read, "You may Exhaust two cards to move one Character within Line of Sight two spaces towards Newt."

Q: Does Newt have a hand of Endurance cards when she is a Hero?

A: Newt is only a Hero when Ripley is being played as a hero and they share a hand of cards.

Q: If Newt is a Grunt does she still get two Actions?

A: Yes as a Grunt she acts like any other Grunt.

Q: Can Newt take a Rest Action to Recycle cards?

A: Absolutely, in fact it is the thing she is best suited for. She can do any Action that anyone else can do (aside from Attack since she can't equip weapons).

BISHOP

GAFHYB Rulebook pg. 12

Q: Can Bishop be Captured?

A: Yes he can be Captured. However, it's less likely that he will be unless he's caught on his own, since Aliens only Attack Bishop if there are no other Characters to Attack, and if they can't Attack someone, then Aliens move towards any other Character, even if that Character is on the other side of the map and Bishop is only one space away.

BUG HUNTS

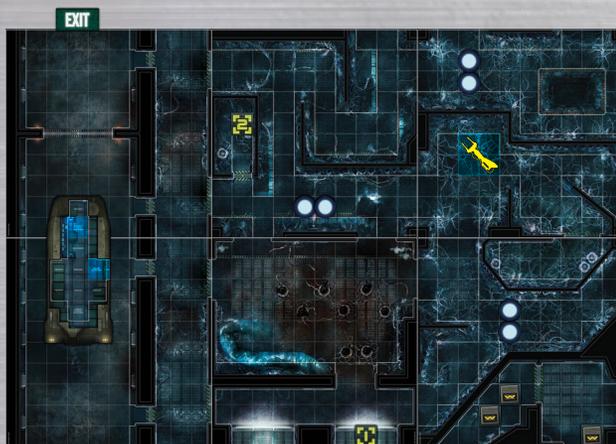
BUG HUNT: EVACUATION

GAFHYB Expansion

This Mission card has two errors:

1. It does not use the Alien Queen and Alien Eggs. Ignore the Alien Queen, Alien Eggs, and the Enraging The Swarm rules on the back of the Mission card.
2. The board layout has one incorrect board shown. The top right board should be part of the Hadley's Hope office. **The bottom right board should be the Sulaco hangar.** A corrected version of this Mission card is available for download at:

www.gf9games.com/aliens



BIGGER BUG HUNTS

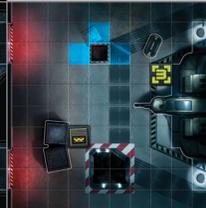
GAFHYB Expansion

*Q: In regards the Bigger Bug Hunt missions in the Get Away From Here, You B****! Expansion, do we still draw one Motion Tracker card per player?*

A: Yes. You still follow the rules for Motion Tracker cards found in the Core rulebook.



*BUG HUNT: Evacuation
Correct board and layout.*



DESIGN QUESTIONS

WHERE IS THE ACID BLOOD?

Q: How is the alien's acid blood represented?

*A: Acid blood is factored in the Defense roll, its also one of the reasons that your amour may break when using it to defend. Acid Blood also shows up as a Hive Hazard card in the Get Away From Her You B****! expansion.*

HOW DO I MAKE THE GAME EASIER OR HARDER?

Q: Is there an easy way to raise or lower the games difficulty to match the kind of challenge your playgroup wants to face?

A: You can adjust the game difficulty by increasing or decreasing the number of Motion Tracker cards players draw. Try to make sure everyone gets a chance to draw cards during the game to spread the fun around.

WHY ARE HUMANS FAST?

Q: Why are Aliens (move 6) and Blips (move D6) a lot slower than Characters? Can't they just run away with two Movement Actions a turn?

A: It may seem easy to move twice to get away from the Aliens, but Aliens are Spawning all around you. If you aren't whittling down their numbers, you are soon going to be surrounded by large numbers of Aliens with nowhere to run!