

ALIENS

THIS TIME, IT'S WAR...

Introduction – The Story...

Back in 1979, director Ridley Scott created one of the major Science-Fiction films of an already classic era, 'Alien', in which the merchant vessel *Nostramo* receives a distress call from a desolate planet LV426 where one crew member is infected by an alien parasite which grows – and how! Whilst this film was a success, the horrifying alien lifeform devised by designer H.R.Geiger began to build a cult following of its own. The idea for some sort of a 'rematch' kicked around for some time, eventually appearing in 1986 with 'Aliens'. So, after 50+ years the new colony on Hadleys' Hope loses contact and a tiny, *tiny* relief force of colonial marines is despatched to investigate – well, it is a film - but will their impressive array of firepower be enough? There were over 130 colonists on the planet – and an *awful* lot of eggs in that derelict ship...

So, How Does The Game Today Work?

Based on the superb boardgame by Leading Edge Games (see below), each player runs a number of Marine characters. Now, being us we have, um, quite a lot of figures available, so you can either use the nine (9) ones as per the film, in three teams of three, or you can add-in a few more to vary the level of difficulty. For example, at the Open Day we tend to also add-in three more figures in the shape of Lt Gorman plus Ferro (the dropship pilot) and Spunkmeyer (loading chief). There are also rules for the Queen...

Each **character** has a personalised 'control card' which not only lists available weapons (Pulse-rifle, flamer etc), but also their abilities at different ranges. To make things easier, on the reverse side is the stats for their 'wounded' status in the event of an attack or just acid spray from a deceased alien – a really neat systemic solution short of full RPG attributes. With only a few +/- adjustments, players soon get the hang of the firing options. The other stats reflect melee options (up close and personal; avoid...); and the number of actions permitted during their turn (reload, aim, open doors etc etc).

The Aliens, being more simple souls, are normally operated by the umpires on a standard list of automated objectives (rather like the Bugs in our old 'Starship Troopers' game of yore), and are thus well suited to solo or one-sided play. In their phase new aliens will drop-in (literally), then any which are not 'stunned' by previous combat will attempt to capture, carry-off or kill the nearest human. Just don't get too cosy with those egg clusters dotted around the place – and *do* watch those corners.....

Credits – Who Did What?

FIGURES: *The 54mm Colonial Marine figures we are using are from a long-defunct range of hard plastic multi-part models, although unusually for my ideas they can still be seen occasionally on eBay in the USA or Australia. But plenty of superb figures now abound in 28-35mm from the likes of Prodos etc. The Alien figures actually come from a children's toy range(!) by 'Tree House Kids'. Sadly, their Marines use a softer plastic and are somewhat on the thin side. But there is a fair old range of them, and all weapons are featured. Plus, they're still available on eBay! Of course, several m/f now produce rangers which are either true to the film (having bought a licence), or incredibly close to the film.....* **Corridor walls and floor scenics by Ainsty Castings.**

GAME SYSTEM: *this game is based on a fabulous semi-boardgame by Leading Edge games – see here for details:*

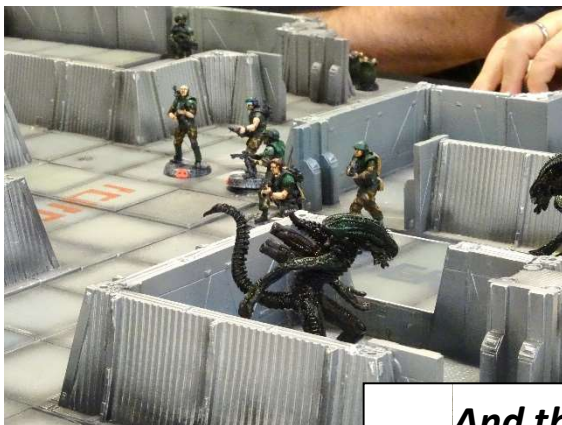
<https://boardgamegeek.com/boardgame/1770/aliens>

If we were doing it again now, the gamer is really spoilt for choice – either the well-established PRODOS game + figures (including Predators), or the newer and even more fab one from GALE FORCE 9 – see details here:

<https://www.gf9games.com/aliens/>

PAINTING & MODELLING: *by John Treadaway, Kevin Dallimore and Ivan Congreve*

DEVELOPMENT: *the above plus Peter Merritt, Tim Atkinson and numerous other 'victims' of earlier games...*



And there's more here:

