Phase	Primary Action	Combat (note – use d10s; 0 = zero, not 10!)
1.Aliens Move	# All aliens NOT 'stunned' move up to *4 spaces* straight towards the nearest human NOT already under attack, or the closest # If all active humans are already engaged, move towards the *closest*. # **DIAGONAL** moves are allowed, but *not* through blocked terrain (across corners, between figures etc). # **JUMP** on/off minor obstacles (i.e. up to chest height) costs 1x action; # **CLIMB** to next floor costs *a whole move*; halt when adjacent to wall; if attacking after climbing, always get the 'surprise' bonus… # **CARRY** captured figure heads towards nearest table edge; do not attack # **OPEN DOOR:** costs *2x actions* *(doors are automatic!)*	**MELEE (Alien or Human):** # Add the *defender's Melee Value* to a roll of 1d10 *(Alien DV = 3)* # -4 if human defender is *surprised* (attacked in rear 180-degree arc) # +2 if an attacking alien *starts* in defender's front 180 degree arc (and then runs in) # +2 for each friendly *defender* adjacent to the main *attacker* (alien or human) # -2 for each friendly *attacker* adjacent to the main *defender* # -5 if a defending alien is already *stunned* (cannot *initiate* combat) **DAMAGE:** 0 or less = *Defender killed* 1-4 = *Defender loses:* if alien it is 'stunned'; if human *wounded and grabbed* 5-7 = *Defender loses:* if human *wounded but still free*, if alien n/e *8-9 = Tie – both figures are* **locked in combat** *(may not move away)* 10+ = *Attacker loses*; move away into an adjacent empty space; if alien mark it as 'stunned'; if human mark as 'wounded'; if it cannot move away counts as KIA.
2.Aliens Appear	# New aliens appear adjacent to 'egg-clusters'; roll 2 different d3; place **1x new alien** in a clear square next to each cluster of size equal to the 1st dice. If a *double* is rolled, place **2x aliens**… # New arrivals may then move *2 spaces* and attack…	
3.Aliens Attack	# Each alien NOT stunned and adjacent to an *'active'* human **must** attack. Aliens carrying captives will not attack but can be attacked; but if killed there is a risk of further acid spray wounds to their victim! # *Once all Aliens attacks are resolved,* **remove any 'stunned' or 'acid pool' markers** *and the 2x 'outer edges' of any fires (so 1-6 becomes 2-5 etc)*	**HUMAN FIRING:** **FIRING:** # Check the weapon, range (in spaces), and time spent aiming, then read-off 'number to hit' from character card for current weapon and *roll 1d10* -- LMGs may always make *two* rolls to hit; may split if targets are adjacent -- Line-of-sight partially blocked OR carrying wounded = *+5 to die roll per block* -- Target is: 'Face-hugger' = *+2* ('cos it's small!); stationary = *-5* (egg?) # If score is *less than* the adjusted 'to hit' number, alien is *killed* # If the score is *equal*, the alien is 'stunned' (no actions next turn; drop body)
4.Player Order	# Umpire determines a number from 1-3; the indicated figures in each team are then activated in that order and MUST use all actions # Figures **MUST** move in the order drawn – so beware 'traffic jams'!	
5.Player Actions	# The 'active' players **perform a number of actions as specified on their card**; once play passes, no other actions are permitted. Multiple actions do **NOT** persist across turns. *Add +1 to any costs if assisting an incapacitated figure. Mark as 'activated' when finished.* - **Tactical** move **2 spaces** in any direction; change facing any time; - **Pick-up** object or wounded character - **Open or close a blast or lift door**: costs **2x ACTIONS** - **Run 3x spaces in a** *straight line*; **turn at the beginning OR end** *(may not run across bodies, eggs, obstructions over waist height)* - **Fire** single shot/burst, grenade or flame - **Aim** *note - cannot 'carry over' turns or split with other actions* - **Melee** an adjacent alien (may be trying to rescue a captured figure) - **Prepare another weapon:** *involves dropping current weapon!* - **Operate lift:** 1x action (ONLY ONCE DOORS CLOSED!)	**FLAMERS:** # *Can EITHER engage an alien directly (roll as above) OR use flamer to lay 1x square of 'fire' per action (blocks all movement but not firing)* # *If an alien is already 'stunned', counts as an automatic KIA* **COLLATERAL DAMAGE:** # ACID SPRAY – if a human is adjacent to an alien killed by any ranged weapons (but **not** Flamers), check the 'Acid Spray Chart'; any grabbed humans being carried also need to check! **Roll 1d10: 0=DEAD, 1-4=Wounded, 5+=OK** *NOTE – we have skipped the grenade-launcher rules for this version as they are not used in the film (and thus not 'permitted').*

#2 - CROWE - NORMAL

ID	Weapon	Aim	Target Range				
			1	2-3	4-5	6-7	8+
	Pistol	0	3	1	0		
		1	6	3	1	0	
	Pulse Rifle	0	6	4	3	2	1
		1	13	9	7	6	4

ACTIONS:	MELEE FACTOR:
1+1d3	*Pistol = 1, Other = 0*

#2 - CROWE - WOUNDED
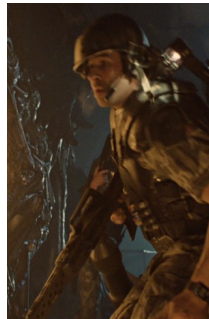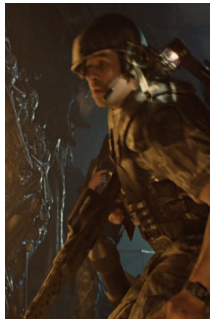
ID	Weapon	Aim	Target Range				
			1	2-3	4-5	6-7	8+
	Pistol	0	2	0			
		1	4	2	0		
	Pulse Rifle	0	2	1	0		
		1	9	6	4	2	1

ACTIONS:	MELEE FACTOR:
1D3	*0*

#3 - DIETRICH - NORMAL

ID	Weapon	Aim	Target Range				
			1	2-3	4-5	6-7	8+
	Pistol	0	3	2	1		
		1	6	2	2	1	
	Flamer	0	8	6	4		
		1	13	9	7		

ACTIONS:	MELEE FACTOR:
1+1d3	*Pistol = 1, Other = 0*

#3 - DIETRICH - WOUNDED

ID	Weapon	Aim	Target Range				
			1	2-3	4-5	6-7	8+
	Pistol	0	2	0			
		1	4	2	0		
	Flamer	0	4	2	0		
		1	10	6	5		

ACTIONS:	MELEE FACTOR:
1D3	*0*

#1 - CPL. HICKS – NORMAL

ID	Weapon	Aim	Target Range				
			1	2-3	4-5	6-7	8+
	Shotgun	0	8	6	2	1	0
		1	12	9	8	6	2
		2	14	10	9	7	3
	Pulse Rifle	0	7	6	5	3	1
		1	13	9	8	7	6
		2	14	13	9	8	7

ACTIONS:	MELEE FACTOR:
2+1d3	Shotgun = 3, Other = 1

#1 – CPL. HICKS – WOUNDED

ID	Weapon	Aim	Target Range				
			1	2-3	4-5	6-7	8+
	Pistol	0	5	3			
		1	7	6	3	1	
		2	11	9	5	1	
	Pulse Rifle	0	4	1	0		
		1	10	6	5	4	3
		2	11	10	6	5	4

ACTIONS:	MELEE FACTOR:
1D3	Pistol = 1, Other=0

#2 - PFC VASQUEZ - NORMAL

ID	Weapon	Aim	Target Range				
			1	2-3	4-5	6-7	8+
	LMG	0	8	6	3	2	1
		1	13	9	8	7	6
		2	13	12	9	8	6
	Pulse Rifle	0	6	4	2	1	0
		1	13	9	7	5	3
		2	13	9	9	7	6

ACTIONS:	MELEE FACTOR:
1+1d3	LMG = -2, Other = 0

#2 – PFC VASQUEZ - WOUNDED

ID	Weapon	Aim	Target Range				
			1	2-3	4-5	6-7	8+
	Pistol	0	4	2	0		
		1	7	4	2		
	Pulse Rifle	0	3	2	1		
		1	10	6	5	4	3

ACTIONS:	MELEE FACTOR:
1D3	LMG = -2, Pistol = 1, Other = 0

#1 - WIERZBOWSKI - NORMAL

ID	Weapon	Aim	Target Range				
			1	2-3	4-5	6-7	8+
	Flamer	0	7	5	3		
		1	13	9	8		
	Pistol	0	3	1	0		
		1	6	2	1	0	

ACTIONS:	MELEE FACTOR:
1+1d3	*Pistol = 1, Other=0*

#1 - WIERZBOWSKI - WOUNDED

ID	Weapon	Aim	Target Range				
			1	2-3	4-5	6-7	8+
	Flamer	0	4	2	0		
		1	10	6	4		
	Pistol	0	2	0			
		1	4	2	0		

ACTIONS:	MELEE FACTOR:
1D3	*0*

#3 - L/CPL. HUDSON - NORMAL

ID	Weapon	Aim	Target Range				
			1	2-3	4-5	6-7	8+
	Pistol	0	4	3	2	1	
		1	6	4	3	1	
		2	8	6	4	2	
	Pulse Rifle	0	6	5	3	1	0
		1	12	9	7	6	4
		2	13	12	9	7	5

ACTIONS:	MELEE FACTOR:
2+1d3	*Pistol = 2, Other = 1*

#3 − L/CPL. HUDSON - WOUNDED

ID	Weapon	Aim	Target Range				
			1	2-3	4-5	6-7	8+
	Pistol	0	3	1	0		
		1	5	3	2	0	
	Pulse Rifle	0	2	1	0		
		1	9	6	4	3	1

ACTIONS:	MELEE FACTOR:
1D3	*Pistol = 1, Other = 0*

#1 - PFC DRAKE - NORMAL

ID	Weapon	Aim	Target Range				
			1	2-3	4-5	6-7	8+
	LMG	0	8	6	3	2	1
		1	13	9	8	7	6
	Flamer	0	8	6	4		
		1	13	11	9		

ACTIONS: 1+1d3

MELEE FACTOR: *LMG = -2, Flamer = 1*

#1 – PFC DRAKE - WOUNDED

ID	Weapon	Aim	Target Range				
			1	2-3	4-5	6-7	8+
	Pistol	0	5	3	0		
		1	7	4	2		
	Flamer	0	5	3	1		
		1	11	9	6		

ACTIONS: 1D3

MELEE FACTOR: *LMG = -2, Pistol = 1, Other = 0*

#2 - SGT. APONE - NORMAL

ID	Weapon	Aim	Target Range				
			1	2-3	4-5	6-7	8+
	Flamer	0	8	6	4		
		1	12	11	10		
		2	14	13	11		
	Pulse Rifle	0	7	4	3	2	1
		1	13	9	8	7	6
		2	14	13	9	8	7

ACTIONS: 2+1d3

MELEE FACTOR: 2

#2 – SGT. APONE - WOUNDED

ID	Weapon	Aim	Target Range				
			1	2-3	4-5	6-7	8+
	Flamer	0	5	3	1		
		1	9	8	6		
		2	12	11	7		
	Pulse Rifle	0	4	1	0		
		1	10	6	5	3	2
		2	11	9	7	5	3

ACTIONS: 1D3

MELEE FACTOR: *Flamer or Pistol = 1, Other = 0*

#3 - FROST - NORMAL

ID	Weapon	Aim	Target Range				
			1	2-3	4-5	6-7	8+
	Pistol	0	2	1	0		
		1	6	3	1	0	
	Pulse Rifle	0	7	5	3	2	1
		1	9	8	7	5	2

ACTIONS:	MELEE FACTOR:
1+1d3	*Pistol = 1, Other = 0*

#3 - FROST - WOUNDED

ID	Weapon	Aim	Target Range				
			1	2-3	4-5	6-7	8+
	Pistol	0	2	0			
		1	4	1	0		
	Pulse Rifle	0	4	2	1	0	
		1	7	5	3	2	1

ACTIONS:	MELEE FACTOR:
1D3	*0*

#1 - LT. GORMAN - NORMAL

ID	Weapon	Aim	Target Range				
			1	2-3	4-5	6-7	8+
	Pistol	0	5	4	2	0	
		1	7	5	3	1	
		2	11	9	5	2	
	Flamer	0	9	7	5		
		1	11	9	7		
		2	13	11	9		

ACTIONS:	MELEE FACTOR:
2+1d3	*Pistol = 2, Other = 1*

#1 – LT. GORMAN - WOUNDED

ID	Weapon	Aim	Target Range				
			1	2-3	4-5	6-7	8+
	Pistol	0	2	1			
		1	3	2	1		
		2	5	4	2		
	Flamer	0	6	3	1		
		1	9	7	6		

ACTIONS:	MELEE FACTOR:
1D3	*Pistol = 1, Other = 0*

#2 - SPUNKMEYER - NORMAL

ID	Weapon	Aim	1	2-3	4-5	6-7	8+
					Target Range		
	Pistol	0	5	3	1		
		1	7	5	3	1	
	Pulse Rifle	0	5	3	2	1	0
		1	12	9	7	6	2

ACTIONS: 1+1d3

MELEE FACTOR: *Pistol = 1, Other = 0*

#2 - SPUNKMEYER - WOUNDED

ID	Weapon	Aim	1	2-3	4-5	6-7	8+
					Target Range		
	Pistol	0	2	0			
		1	4	2	1		
	Pulse Rifle	0	2	1	0		
		1	9	6	4	3	1

ACTIONS: 1D3

MELEE FACTOR: *0*

#3 - F/SGT. FERRO - NORMAL

ID	Weapon	Aim	1	2-3	4-5	6-7	8+
					Target Range		
	Pistol	0	5	3	1		
		1	7	5	3	1	
	Pulse Rifle	0	5	3	2	1	0
		1	12	9	7	5	1

ACTIONS: 1+1d3

MELEE FACTOR: *Pistol = 1, Other = 0*

#3 - F/SGT. FERRO - WOUNDED

ID	Weapon	Aim	1	2-3	4-5	6-7	8+
					Target Range		
	Pistol	0	2	0			
		1	4	2	1		
	Pulse Rifle	0	2	1	0		
		1	9	6	4	3	0

ACTIONS: 1D3

MELEE FACTOR: *0*