

LEGENDARY® ENCOUNTERS

An ALIEN Deck Building Game Expansion

Game Setup

Give each player their own personal **12-card deck** made of • 7 Specialists • 5 Grunts
Each player then selects one of the ten Roles and takes the appropriate **Role Avatar** and **Role Character Card**. The Avatar stays in front of each player during the game.

Game Stacks

Only the **Sergeant** (shuffle), **Strikes** (shuffle), **Hatchery**, Location, Objective, Hive and Barracks spaces on the board are used to setup the game.

Pick one **Location** and put it on the board.

Objectives: Pick a '1', a '2', and a '3' and place them on the Objective space with Objective 1 on the top and Objective 3 on the bottom. Each Objective you picked above has a corresponding "mini-deck" of **Hive cards**. The mini-decks are stacked on top of each other with Objective 1's mini-deck on the top and Objective 3's mini-deck on the bottom.

During setup, randomly add a **Xenomorph "Soldier - 1"** to mini-deck 1, a "Soldier - 2" to deck 2, and "Soldier - 3" to deck 3. (Then, add the usual amount of Drones using the Drone chart.) There are also **Drone cards** which are shuffled into the mini-decks - check the right table!

Game with Agendas: During Setup, set aside **Secrets Revealed** cards equal to the number of players. Each of these replaces one of the Drone cards in the Hive decks you'll use this game.

To build the **Barracks**, pick four Characters and shuffle all of those characters' cards together for a total of 56 cards.

Agenda Cards

- Without looking at them, randomly select one of the ten "Good Agenda" character cards for each player and one of the five "Evil Agenda" character cards. Shuffle the agendas cards, then deal one out to each player. Put the remaining card back in the game box.
- Check your Agenda card to find out if they are Evil this game. If you received a Good Agenda, you win by completing all three Objectives. If you received the Evil Agenda, you're playing a very different game. By any means necessary you want all the other players to die so an alien specimen can be acquired. Once everyone else is dead, you must then call in the rescue team from The Company.

Starting the Game

- Put the top five cards of the Barracks into the five spaces of the Headquarters (HQ).
- Each player shuffles their own personal deck of 13 cards and draws a hand of 6 cards from it.
- Choose a player to go first. Players take turns in clockwise order.

Number of Players	Deck 1 Drones	Deck 2 Drones	Deck 3 Drones	Prep Rounds
1	0	0	0	0
2	0	1	2	0
3	2	3	4	0
4	4	5	6	0
5	4	5	6	1*

*If you're playing with five players, each player gets one free "preparation" turn (skip the Hive Phase).

Hard Mode

Hard Mode is a way to increase the challenge of the game for players who feel that they have mastered the regular game.

ALIEN PLAYER

When you die, remove your avatar and all your cards (deck, hand, etc.) from the game.

- Choose a random Alien Avatar
- Shuffle the 36-card Alien Player deck and draw a hand of 6 cards.
- You now have a new goal: Kill the rest of the players.
- Do the following on each of your turns, in this order:
 1. Play any number of cards from your hand.
 2. Discard each card you played and any that are left in your hand, and draw a new hand of 6 cards.
- Players can fight you by spending Attack equal to your Defense number. Each time you're attacked this way, draw a Strike. Ignore any text on that strike, but if it has a damage number of 1 or higher put it next to your Avatar.

Queen Mother Mode PvP

- Queen Mother player takes her playmat, 56-card Nest, and 12 Starting Cards.
- Place her Avatar on its space and add one of the four different Role cards to her starting deck.
- Secretly place (random or by choice) one of the four Alien Queen Mother Enemy cards face-down underneath where the Hive will go. (Note: You can use any Role card with any Enemy card.)
- Shuffle the Nest and deal out five cards face-up into the Lair.

NOTE: When you build the Human Player **Barracks**, instead of four, use six characters (84 cards). Also, the Human Player to the Queen Mother's left goes first, allowing each Human Player to go before the Queen Mother's first turn.

- You don't have a Hive Phase or Strike Phase.
- You spend and gain character cards from your Lair just like the Human Players gain cards from the HQ.
- You can spend equal to the scan cost of a room with a hidden card to look at it. **You MAY turn it face-up.**

Spend  for: **BITE, GRAB, HUNT, RUSH.**

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KEYWORDS

Dual Class

When you trigger both abilities, you can resolve them in either order.

Desperation

These cards give you a normal effect unless things are going bad. Explained on the card.

Final Enemies

You may not fight a Final Enemy until you're on Objective 3.

Coordinate

- Set aside a Coordinate card face up, and then immediately draw a new card
 - That player can now play a copy of the card you coordinated with them.
 - At the end of that player's turn, put the card you Coordinated into YOUR discard pile.
- You can only Coordinate one card to each player on their turn.

Vigilant

When you play a Vigilant character, leave it in play in front of you like a normal card. However, at the end of your turn, when you discard your cards and draw a new hand, leave your Vigilant cards in play. On the turn you play a Vigilant character it helps you trigger Class or Crew abilities. However, on later turns while a Vigilant card remains in play, it won't help you trigger those abilities.

Sacrifice

Play the card as normal. Then any time on your turn you can kill the card, putting it into the Dead Characters space, to get its Sacrifice effect.

Mobilize

When you recruit or otherwise gain a character with Mobilize, after you refill the HQ, you must use its Mobilize text immediately.

Facehuggers

Whenever one is revealed, it gets placed right in front of the player whose turn it is. That player can fight and kill it that turn if possible. If that player can't kill it, the next player is allowed to fight it on their turn. If neither player can kill it, the Facehugger "impregnates" the initial player: The Facehugger dies and goes to the Dead Enemies space. Then that player puts a Chestbuster card from the Hatchery into his or her discard pile.

Chestbusters

- Enemies will no longer strike you.
- If a Facehugger would be placed in front of you, it moves onto the next player.
- That player still only has this turn and the next one before he or she gets impregnated.
- If there is no other player to move onto, the Facehugger dies.

Hive Mechanics

Escape

If an enemy with Escape enters the CombatZone, follow any "Escape" instructions it has, and then it immediately leaves play. (DeadEnemies pile.)

Ranged

An Enemy with Ranged strikes from the Complex. During the Strike Phase, each enemy in the Combat Zone strikes. Then, from left to right, each face-up enemy in the Complex with Ranged strikes.

Runner

At the end of the Hive Phase, an enemy with Runner will move one space, pushing other cards as normal.

Stationary

A Stationary card doesn't move normally. If another card tries to enter its space, leave the Stationary card where it is and have the other card skip to the next space.

Subdue

If you would kill an Enemy with Subdue, put it into Operations instead of the Dead Enemies pile.

Flying

- There are now five Air Spaces, one above each room of the Complex.
- When an Enemy "takes flight," if there's already an Enemy in the air above it, move that Enemy one air space to the left.
- At the start of each Hive phase, before you add a new Hive card to the Complex, each Enemy in the air simultaneously moves one air space to the left. If an Enemy is above the Airlock when it moves, it drops down into the Combat Zone.
- Effects won't move an Enemy that's in the air unless the effect specifically says it does.
- An Enemy in the air does not count as being in the Complex.

Enhanced

- When an Enhanced Alien is revealed, put the top character card of the Barracks face-up underneath that Alien. The class of the Barracks card determines which of the five different enhancement effects is active on the Alien.
- When you kill an Enhanced Alien, put its Barracks card on the bottom of the Barracks.

Mega-Enhanced

- The Final Enemy of Alien Evolved has multiple enhancements. Put five Barracks cards underneath it face-down and then turn one face-up to show which enhancement is currently active.
- Each time this Alien would have been killed, instead put its active enhancement card on the bottom of the Barracks and then reveal the next enhancement. Once you've removed the last enhancement, it dies.