



Player: _____

Wins: _____

Current Movement

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23									
24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55



ALIEN

An Alien player may control multiple Aliens (instead of one Marine or Predator). At the start of the game, if there are not enough available spawning locations the additional Aliens will spawn in adjacent spaces. If an Alien is Fraggged, it will Respawn normally. Aliens cannot open doors, but may attempt to destroy them, permanently removing them from the board. Doors defend against attacks with a fixed health score of 9 and are destroyed if they take a single point of damage.

Aliens benefit from neither weapons nor gadgets. An Alien may jump interchangeably with normal movement (there is no distinction unless there needs to be and the player can choose if necessary). Aliens also can move through water, lava, and acid as if they were "normal", dry land. Aliens are immune to acid damage, and take half damage dice (round down) from fire. In a map where it is important, an Alien can climb on walls (or the ceiling) as if they were on the floor.

Aliens can attack at a range of one space. An Alien inflicts (Health +2) dice of damage; a fully healthy Alien inflicts 5d damage per attack. If an Alien takes any damage, it will inflict 2d points of acid damage per point of Health lost to each adjacent square. An Alien always leaves an Alien Blood Counter, which is treated as an acid square (but cannot be used to heal).

Attributes

Alien attributes are 3 Health, 3 Accuracy, and 5 Speed.

Health

3

Speed

5

Accuracy

3

ID: _____

Health

3

Speed

5

Accuracy

3

ID: _____

Health

3

Speed

5

Accuracy

3

ID: _____

Health

3

Speed

5

Accuracy

3

ID: _____

Health

3

Speed

5

Accuracy

3

ID: _____