

BUG HUNT: EVACUATION



SET UP KEY



Place Blip tokens here



Starting spaces



Place Spawn Points here



Place Power Loader here



Set Turn Dial to 1



Place a Crate token here



Place the Exit token here



Place APC tile here

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SURVIVAL MODE

You are trapped in a outpost that is under sedge from an Alien horde. The evacuation transport has arrived, get out as many as you can, as fast as you can.

Players do not use Newt and they do not get any starting Equipment or Weapons other than an HK VP70 Pistol.

BIGGER BUG HUNT

You fireteam may include up to 8 Characters.

CRATE TOKEN



A character may take an Interact Action with the Crate token to equip (for free) a Weapon or Equipment card from their hand or from the Endurance Deck (shuffle if searched). Then remove the Crate token from the game board.

GAME OVER MAN!

In this game you must get out of the besieged outpost using the APC. Marines will not leave their own behind. Until every surviving Character in the game is on the APC, it cannot move.

If at least one Character who did not start on the same gameboard as the APC Exits in the APC then all the players win. If all the Characters die the players lose. As usual, if you run out of Endurance cards you lose the game.

MOTION TRACKER DECK

Shuffle five random Threat Level 1 and five random Threat Level 2 cards together and set these ten cards aside for the moment. Shuffle the rest of the Motion Tracker cards together, and then place the ten cards on top of the Motion Tracker Deck.

DRAWING MOTION TRACKER CARDS

Do not draw Motion Tracker cards until Turn 2.

KEEPING SCORE

After the game ends, whether you survived or not, it's time to see how well you did. To find out your final score follow these instructions:

- 1: Remove all False Alarm cards from the Motion Tracker Discard Pile and set them aside.
- 2: Shuffle the Motion Tracker Discard Pile.
- 3: Remove five cards from the top of the Motion Tracker Discard Pile for each Character that was Killed or Captured.
- 4: Score the remaining cards in the Motion Tracker Discard Pile as follows:
 - Threat Level 1: 1 point
 - Threat Level 2: 2 points
 - Threat Level 3: 3 points

Keep track of your scores to see if you can get a new high score next time you play this mission.

APC TILE

The APC tile is a vehicle and follows the rules for the M577 Armored Personnel Carrier found on page 10-11 of the *Get Away From Her, You B***h!* expansion rulebook.

POWER LOADER

See page 9 of the *Get Away From Her, You B***h!* expansion rulebook for the Power Loader rules.