

ALIENS

WE'RE IN THE PIPE, FIVE BY FIVE

Expansion



RULEBOOK



EXPANSION OVERVIEW

"We are on an express elevator to hell, going down!" Hudson hollers as the ship plummets. What sort of chickenshit organization did you sign up with? Your commanding officer looks as green as your salad and your local expert is telling you that there are man-eating aliens down there! No one is batting an eye, so maybe it's just some technical error in the comms tech. Shit, man, you were short. You were going to be living the high life after this mission. Then, Ferro comes over the comms, "We're in the pipe, five by five". At least your pilot knows what she's doing.

Aliens: We're in the Pipe, Five by Five expansion adds two more characters, updated missions, Alien variants, new experience paths, and new hive cards to spice up your games.

This expansion is not a standalone game. It needs a copy of Aliens: Another Glorious Day in the Corps and Aliens: Get Away From Her You B***h! expansion to use this expansion.

COMPONENTS



Cpl. Collette Ferro
Pvt. Daniel Spunkmeyer

CHARACTER MODELS x2

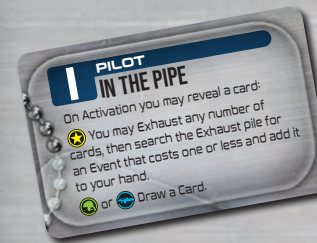


CHARACTER CARDS x2

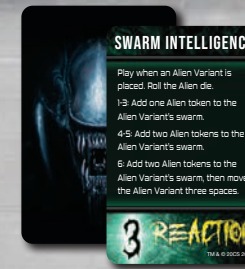


Alien Skulker Alien Brute Alien Scout Alien Guard

ALIEN VARIANT MODELS x4



EXPERIENCE CARDS x16



HIVEMIND CARDS x9



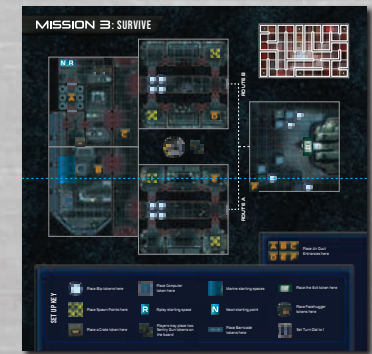
ALIEN VARIANT BLIP TOKENS x4



BLIP TOKENS x6



DROPSHIP / AIR DUCTS GAMEBOARD



MISSION CARDS x2



AIR DUCT ENTRANCE TOKENS x6



AIR DUCT EXIT TOKENS x8

WHAT'S NEW

MORE CHARACTERS & FIRETEAMS

You get two more Marine characters in this expansion. Corporal Collette Ferro, the dropship pilot, and Private Daniel Spunkmeyer, her crew chief, expand your fire team options, either as Heroes or Grunts.

EXPERIENCE CARDS

As you play through a campaign, or survive a bug hunt, players can gain Experience cards. These give players extra abilities to use in their games.

This expansion adds two new Experience Paths: Pilot and Quartermaster.

ALIEN VARIANTS

The four alien variants, Brute, Guard, Scout, and Skulker, each add to the characters' challenges. Each variant has its own deadly capabilities, whether sneakiness or sheer nastiness.

UPDATED MISSIONS

This expansion updates the Aliens campaign in Aliens: Get Away From Her You B***h!, adding the dropship as the destination for the APC Chase mission and the air ducts escape scene from the movie to Mission 3: Survive.

NEW HIVEMIND CARDS

New Hive Mind cards allow the Alien Hive player to place and control the new Alien Variants. The rules for Hive Mind cards are found in the Aliens: Get Away From Her You B***h! rulebook.

FIRETEAMS

At the start of a mission, the players choose up to six Characters to field in their Fireteam. The players then each choose which Characters they want to play, flipping them from their Grunt side to their Hero side.

Any remaining Characters are not in the game and are held in reserve for later missions. You can change which Characters are in reserve at the start of a new mission.

NEWT

Newt must be fielded in Campaign Missions, unless she has been captured or killed, or the mission states otherwise. Newt is fielded in addition to the six Characters you select for the mission.

Newt is not used in Bug Hunt Missions.

A BALANCED FIRETEAM

It is a good idea to have a mix of combat and supporting Characters in your Fireteam. An imbalanced Fireteam can lead to defeat. Too many fighters may leave you short of technical support, slowing you down when you hit challenges. Too many heavy weapons can burn through your Endurance deck too fast. On the other hand, too few fighters or heavy weapons may get you overrun by swarms of Aliens. Choose wisely!

ALIEN VARIANTS

To add Alien Variants to a Campaign or Bug Hunt game, mix the four Alien Variant Blip tokens into the Blip pool and place this rulebook with the back page showing in easy reach of all players.

Alien Variants act as normal Aliens, aside from the following changes.

ALIEN VARIANT BLIPS

Alien Variant Blips act like normal Alien Blips until revealed. Once revealed, replace it with the Alien Variant model with enough Alien tokens match the Swarm Size shown their card. Each Alien Variant only appears once. After revealing it, place the Alien Variant Blip aside without mixing it back into the Blip token pool.

For Example, an Alien Scout is revealed. The Alien Scout has a Swarm Size of three. Replace the Blip token with the Alien Scout model with two Alien tokens under it.

ALIEN VARIANT MOVEMENT

Most Alien Variants do not move the standard six spaces that other Alien models move. Instead, each Alien Variant moves the Speed shown with its special rules.

ALIEN VARIANT SPECIAL RULES

Each Alien Variant has special rules that change their behavior, detailed on the back of this rulebook.

EXPERIENCE CARDS

Experience cards add new abilities players can use in their games. You can add Experience cards to your campaign, allowing your Characters to learn new tricks.

EXPERIENCE PATHS

There are two new Experience Paths in this expansion you can choose from:

PILOT

QUARTERMASTER

These add to the eight Experience Paths you can find in *Aliens: Ultimate Badasses* expansion.

COMPANY MAN

HERO

GUNNER

LEADER

SMARTS

TACTICIAN

TRACKER

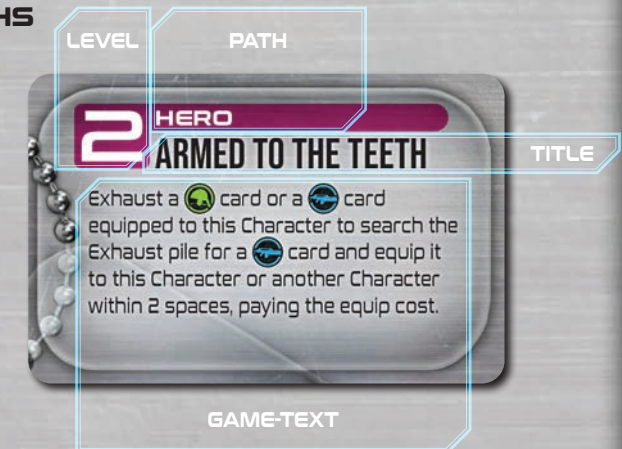
SUPPORT

Each Path has three Level 1 cards, three Level 2 cards, and two Level 3 cards.

GAINING EXPERIENCE CARDS

During a campaign each player gains one Experience card at the start of each mission. During a bug hunt each player gains one Experience card at the start of the Marine Phase on every fifth turn (i.e. turn five, ten, fifteen, etc.).

A player can choose a Level 1 card from any of the Paths. To gain a Level 2 card they must already have a Level 1 card from the same Path for each Level 2 card they want. So if a player already has a Level 2 Gunner card and wants a second Level 2 Gunner card, they must have at least two Level 1 Gunner cards. To gain a Level 3 card they must already have a Level 2 card from the same Path. You can never have two Level 3 Experience cards.



Once a card is taken, no other player may choose that card. If more than one player wants the same card, the player with the highest rank chooses who gets it.

MIX AND MATCH PATHS

When picking Experience cards you can choose cards from any Path. Picking from multiple paths will give you a well-rounded Character, while progressing down a single Path will give you a more focused Character. The choice is yours.

LOSING/CHANGING CHARACTERS

When your Character dies or you change Characters, your Experience cards transfer to your new Character. This represents your new Character stepping up to fill the vacant role.

UPDATED MISSIONS

MISSION 2.5: CHASE

The Mission 2.5: Chase replaces the APC Chase mission in *Aliens: Get Away From Her You B***h!* This version of the mission adds the Dropship as the destination for the fleeing survivors.

MOVING TO AND FROM THE DROPSHIP

Characters on the Dropship board may only enter or exit the Dropship through the doors marked Loading Zone. The APC may enter the Dropship by driving under the Pilot's cockpit and aligning its end with the both Loading Zone doors.

MISSION 3: SURVIVE

This updated mission card replaces the Mission 3: Survive mission in *Aliens: Get Away From Her You B***h!* This version of the mission adds the air ducts escape scene from the movie.

SETTING UP THE AIR DUCTS

Place the six Air Duct Entrance tokens on the game boards as shown on the Mission. Place the eight Air Duct Exit tokens (six that match the Air Duct Entrance tokens and two Tunnel tokens) face down and shuffle them.

ENTERING THE AIR DUCTS

A Character in a space with an Air Duct Entrance token can move one space to move to the space on the Air Duct board with the matching Air Duct Exit token.

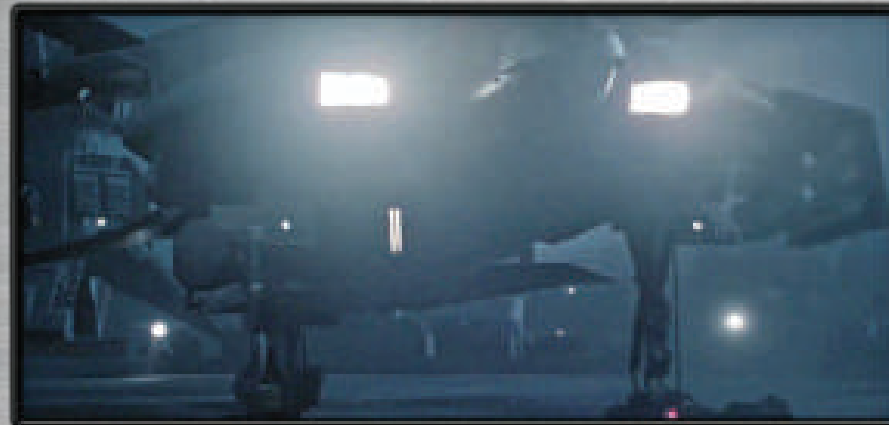
If the matching Air Duct Exit token has not yet been placed, find that Air Duct Exit token, then shuffle the remaining Air Duct Exit tokens. Then roll the Alien dice to determine which Air Duct Exit space on the Air Duct board the entrance leads to. If the rolled exit is already occupied by an Air Duct Exit token, roll again until you get an empty space. Place the Air Duct Exit token on the rolled space.

EXITING THE AIR DUCTS

A Character in a space on the Air Duct board with an Air Duct Exit token (other than a Tunnel token) can move one space to the space on the main game board with the matching Air Duct Entrance token.

If they enter an Air Duct Exit space that does not yet have an Air Duct Exit token, pick an unused Air Duct Exit token at random and place it there. They may then exit through this route.

If a Tunnel token is placed, Characters cannot use this route to return to the main gameboard, and if Aliens are spawned at Tunnel tokens, they will spawn here.



ALIENS IN THE AIR DUCTS

Aliens can enter and exit the Air Duct board using any pair of Air Duct Entrance and Exit tokens that have been placed by Character movement, but cannot place new Air Duct Exit tokens.

BARRICADING AIR DUCT ENTRANCES

Air Duct Entrance tokens can be Barricaded and Broken Through from either side in the same way as Doors. Air Duct Exit tokens cannot be Barricaded.

ATTACKING THROUGH EXITS

Each space with an Air Duct Entrance token is adjacent to and has line of sight to its matching Air Duct Exit token. Models can Attack from one space to the other, but otherwise there is no Line of Sight and characters cannot Attack through Air Duct Entrances and Exits.

BUG HUNTS

You can use the Air Ducts and Dropship in Bug Hunt missions.

AIR DUCTS IN BUG HUNTS

To add the Air Ducts to a Bug Hunt mission, place the six Air Duct Entrance tokens making sure that no Entrance token is within ten spaces of a starting space or another Entrance token.

DROPSHIP IN BUG HUNTS

To add the Dropship a Bug Hunt, place the Dropship so that the end with the Pilot spaces touches one of the other game boards and place four Crate tokens on blank spaces inside the Dropship.



CREDITS

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ALIEN VARIANTS SPECIAL RULES

ALIEN BRUTE

SPEED

6

SWARM

5



When the Alien Brute attacks, the character being attacked must roll two Marine dice, taking the higher result for their Defense roll.

ALIEN SCOUT

SPEED

8

SWARM

3



The Alien Scout breaks through a Barricaded Door on a roll of 3+.

ALIEN GUARD

SPEED

5

SWARM

7



If the Alien Guard would be killed, roll an Alien die. Of a roll of 4+, it survives unharmed.

ALIEN SKULKER

SPEED

7

SWARM

4



If the Alien Skulker cannot attack this turn, it will move to be out of Line of Sight of all Characters, then stay out of sight while it moves. If an Alien Skulker started its movement out of Line of Sight of a Character, they cannot use Defensive Fire against it.