

# ALIENS

ULTIMATE BADASSES

Expansion



# RULEBOOK





## EXPANSION OVERVIEW

*Thank whatever gods you pray to! Reinforcements have arrived! This is no time to slack off, though. Even though there are more of us, there are still more of them. Our goal is to find out what happened here and get out. No lollygagging and no wandering off. Now get to your assigned patrols.*

*Aliens: Ultimate Badasses expansion adds more characters for you to field, as well as Experience cards that add more depth to your Characters. This expansion is not a stand alone game. You need a copy of Aliens: Another Glorious Day In The Corps to use this expansion.*

## COMPONENTS



EXPERIENCE CARDS x64



CHARACTER CARDS x6



MARINE DICE x4

These ten sided dice (D10) are identical to those found in the Another Glorious Day In The Corps box.

These additional dice give you enough for one per player in most missions.



Sgt. Al Apone Cpl. Cynthia Dietrich Pvt. Tim Crowe Pvt. Mark Drake Pvt. Trevor Wierzbowski Carter Burke

CHARACTER MODELS x6

## WHAT'S NEW

### MORE CHARACTERS & FIRETEAMS

You get six more Marine characters in this expansion, giving you more ways to organize your Fireteam and plenty of replacements to keep you hunting down Aliens through a campaign.

### 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.

## 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 eight Experience Paths you can choose from:

COMPANY MAN

HERO

GUNNER

LEADER

SMARTS

TACTICIAN

TRACKER

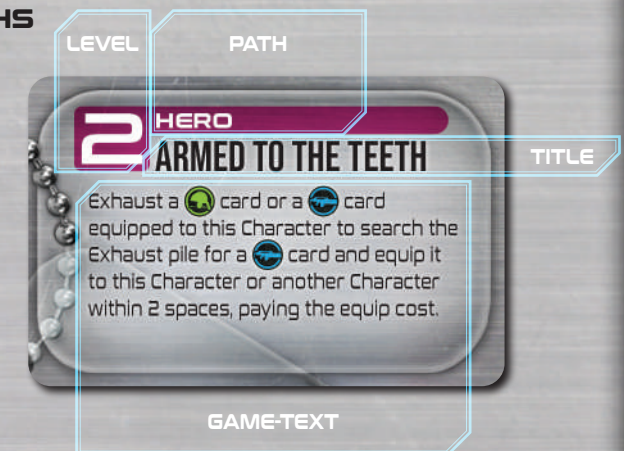
SUPPORT

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.

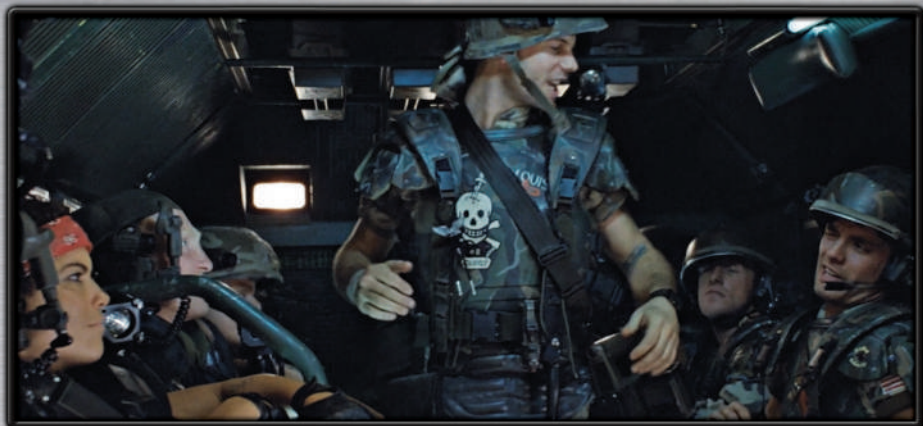
### MIX AND MATCH PATHS

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.





## 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!

## CREDITS

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