Nostromo

A 2-player scenario for Aliens Predator CCG by Bobby Goodman III (a.k.a. Pawn III) - Version 9.18.2011

The crew of the Nostromo are in a desperate fight for their lives. Kane, the pilot, is dead, and the Alien who killed him has grown into a lethal monster. The ship's artificial person, Ash, on company orders, seems to be helping it. To keep the xenomorph from ever reaching Earth, the crew has programmed the computer, nicked named Mother, to self-destruct the ship. To survive, they must get the shuttle ready and escape before the creature hunts them all down.

In this scenario, one player (Alien/Synthetic player) controls a lone Alien Warrior and a treacherous Synthetic. The other player (Crew Player) controls the rest of the Nostromo's crew. Both players use pre-constructed decks.

Shuffle the 10 Locations and randomly placed them on the table in a 3 x 4 hollow square.

The Alien/Synthetic player then chooses one corner of the map and places an Alien Warrior and Ash at that Location. (The Alien and Ash do not count as friendly Characters. The Alien will ignore Ash, unless he moved or attacked on a turn. If the Alien has no other target, it will attack Ash.)

The Crew player then places Ripley, Dallas, Parker, Lambert, Brett (Mechanic SC), and Jonesy (Pet SC) at the opposite corner of the map. Remember that Brett and Jonesy are Supporting Characters and thus must be controlled to be given actions.

Dallas begins the game armed with an M240 Flame Thrower. When Makeshift Weapons are found, they also count as Flame Throwers (at –1 to hit and damage). For this scenario, all Items count as Equipment (even if they are Weaponry or Military Arms).

Both sides begin with a hand size of 4 and a Combat Pool of 3. The Crew player gains +1 hand size for Dallas' Leader Resource, and the Alien/Synthetic player gains +1 hand size as long as Ash is still in play.

In this scenario, Ash's ability to generate research points is ignored and replaced with the following effect text: "Ash may rotate at the Computer Center to cancel Eat Vacuum or an Event that has the Computers or Communications Restriction that was just played."

The goal of the Alien/Synthetic player is to kill all the opposing characters. The goal of the Crew player is to prepare the shuttle and escape with as many Characters as possible.

To prepare the shuttle, the crew must rotate each Location on the map. (This represents searching for needed supplies, fueling the shuttle, releasing docking clamps, etc.) To rotate a Location, the Crew player must rotate a Character at that Location during the Movement or Search Round. This rotation cannot be used for any other effect (like attacking or searching). Jonesy cannot rotate Locations.

The Crew player must rotate these Locations before cycling his deck. If the Crew player fails to do this, then it is too late to get to the shuttle. The Nostromo immediately self-destructs.

Once all the Locations have been rotated, the Crew player can begin to evacuate Characters to the safety of the shuttle. To evacuate, a Character has to rotate at the Airlock at the beginning of the Movement Round. Only one Character can evacuate each turn. Characters can evacuate even if the Alien or Ash is present in the Airlock. Ash and the Alien may not evacuate.

The Crew player must finish evacuating before he cycles his deck a second time. At that point, the Nostromo self-destructs.

For each evacuated Character, the Crew player earns a Victory Point.

Also, a player earns a Victory Point for each opposing Character he kills.

If the Nostromo self-destructs, the Alien/Synthetic player earns a Victory Point for each Character (beside Ash and the Alien) still on the Nostromo.

Alien/Synthetic Starting Cards
Alien Warrior
Ash

Alien/Synthetic Draw Deck
Makeshift Weapon
Mk 50 Compression Suit
Acid Spray
Access Tunnel
Advantageous Terrain
Alien Hunter
Alien Pursuit
Ambush
Block
Ceiling Highway
Close Quarters
Desperate Leap
Disarmament
Dodge
Dodge and Roll
Flesh Wound
Flanking
Instinctive Escape
It's Just the Cat
Like a Ghost
Look Sharp
Malfunction
Natural Selection
Perfect Organism
Primal Force
Retreat
Secure Position
Security Doors
Sensing Weakness
Take Cover
Takedown Strike
Terrorized
Under Its Gaze

Crew Player Starting Cards
Ripley
Dallas
Parker
Lambert
Mechanic
Pet
M240 Flame Thrower

Locations
Airlock
Cargo Bay
Communications Center
Computer Center
Cryonics Chamber
Equipment Warehouse
Infirmary
Machine Shop
Meeting Hall
Quarantine

Crew Draw Deck
Bottled Courage
Combat Knife
Makeshift Weapon x3
Medikit
Mk 35 Pressure Suit
Access Tunnel
Adrenaline Rush
Advantageous Terrain
Blaze the Path
Block
Cower
Desperate Leap
Dodge
Eat Vacuum
Facing Bad Luck
Fight or Flight
Flesh Wound
Heat of Battle
Heroic Stand
Lock the Door
Look Sharp
Medical Assistance
Non-Human Presence Detected
On a Roll
Passed By
Ready for Trouble
Retreat
Rig It Up
Roll With It
Security Doors
Twitchy Artificial Person