

# LEGENDARY®

## ENCOUNTERS

An ALIEN™ Deck Building Game Expansion

### New Characters

The *Legendary*® Encounters: An Alien™ Deck Building Game Expansion includes nine new Barracks characters: two from each of the four films plus a new Ripley character whose cards represent all four films.

### New Abilities

#### Activate

You can choose to activate the card any time after you've played it to get that card text during your Action Phase. (This works just like "Once this turn" from the base game.)

#### Dual Class

Some character cards have two class symbols and two class abilities. When you trigger both abilities, you can resolve them in either order.

#### Desperation

These cards give you a normal effect unless things are going badly in a specific way, in which case they give you a more powerful effect (explained on the card).

### New Hives and Avatars

There are two new scenarios created exclusively for this game. Each has a Location, three Objectives, and three Hive mini-decks. You can play them by themselves or mix and match them along with the original Hives. (See the back page for a brief introduction to each Hive.)

There are also five new Avatars for each of the new Hives. These can also be mixed and matched with other existing Avatars.

### New Agendas, Drones, and Strikes

You'll also find new Hidden Agendas, new Drones, and new Strikes to mix in with the originals. (If you use the new Strikes, shuffle all ten cards into the original Strike deck.)

### New Drone Chart

Here's an updated version of the Drone Chart. Use this as the new chart, even when just playing with the base game. (This update makes the game a little harder for fewer players and a little easier for more players.)

Number of Players	Deck 1 Drones	Deck 2 Drones	Deck 3 Drones	Prep Rounds
1	0	0	0	0
2	0	1	2	0
3	2	3	4	0
4	4	5	6	0
5	4	5	6	1*

\*If you're playing with five players, each player gets one free "preparation" turn. Take those turns as normal except skip the Hive Phase.

### Hard Mode

Hard Mode is a way to increase the challenge of the game for players who feel that they have mastered the regular game.

Included are Hard Mode versions of all Locations and Objectives (even the ones from the base game). These make the game more difficult in general and are also a good way to make playing solo with a single Avatar more fun. When playing on Hard Mode, we suggest swapping out **all** Locations and Objectives for their Hard Mode counterparts.

### New Drone Type

#### Xenomorph Soldiers

These Drones are used to ramp up the difficulty. While standard Drones make the game easier, Soldiers make it harder.

Each Soldier is marked as a "1", "2", or "3". During setup, randomly add a "Soldier - 1" to mini-deck 1, a "Soldier - 2" to mini-deck 2, and "Soldier - 3" to mini-deck 3. (Then, add the usual amount of Drones using the Drone chart.)

### New Hive Mechanics

#### Escape

If an enemy with **Escape** enters the Combat Zone, follow any "**Escape**" instructions it has, and then it immediately leaves play. (Dead Enemies pile.)

#### Ranged

An Enemy with **Ranged** strikes from the Complex. During the Strike Phase, each enemy in the Combat Zone strikes. Then, from left to right, each face-up enemy in the Complex with **Ranged** strikes.

#### Runner

At the end of the Hive Phase, an enemy with **Runner** will move one space, pushing other cards as normal.

## Stationary

A **Stationary** card doesn't move normally. If another card tries to enter its space, leave the **Stationary** card where it is and have the other card skip to the next space. (You can still move it with card effects.)

## Subdue

If you would kill an Enemy with **Subdue**, put it into Operations instead of the Dead Enemies pile.

## Flying

**Flying** is the main new mechanic of the *Alien Incursion* Hive and it works like this:

- There are now five Air Spaces, one above each room of the Complex.  
When an enemy with **Flying** is revealed in the Complex, slide it up and off the playmat so that it's "in the air" above that space of the Complex.
- When an Enemy "takes flight," if there's already an Enemy in the air above it, move that Enemy one air space to the left.
- At the start of each Hive phase, before you add a new Hive card to the Complex, each Enemy in the air simultaneously moves one air space to the left. If an Enemy is above the Airlock when it moves, it drops down into the Combat Zone. (The **Flying** keyword no longer matters once an Enemy is in the Combat Zone or if it was revealed there.)
- Unless otherwise noted, you **can** fight an Enemy in the air the same way you fight any other Enemy.
- Effects won't move an Enemy that's in the air unless the effect specifically says it does.
- An Enemy in the air **does not** count as being in the Complex.

Flying Enemy →



## Enhanced

**Enhanced** is the main new mechanic of the *Alien Evolved* Hive and works like this:

- When an **Enhanced** Alien is revealed, put the top character card of the Barracks face-up underneath that Alien. The class of the Barracks card determines which of the five different enhancement effects

is active on the Alien. (Ignore the inactive ones.) If the Barracks card has two classes, then both of those enhancement effects are active on the Alien.

- The five enhancement effects are the same on all of the Aliens with the **Enhanced** keyword.
- When you kill an **Enhanced** Alien, put its Barracks card on the bottom of the Barracks.

## Mega-Enhanced

- The Final Enemy of *Alien Evolved* has multiple enhancements. Put **five** Barracks cards underneath it **face-down** and then turn one face-up to show which enhancement is currently active.
- Each time this Alien would have been killed, instead put its active enhancement card on the bottom of the Barracks and then reveal the next enhancement. Once you've removed the last enhancement, it dies.

## Queen Mother Mode

In this mode, one player is the Queen Mother, the supreme ruler of the Xenomorphs, with her own playmat, deck, and desire to destroy the Human Players. The Queen Mother starts with the same kind of deck as the players, but she has her own Barracks and HQ (called the Nest and Lair, respectively). She recruits cards normally, but she has several new ways to spend her Attack (covered below). Her goal is to kill all the players by damaging them herself or by making the game so hard her Xenomorph children kill them.

When playing with the Queen Mother there should be 1-4 Human Players.

## Setup



Choose one player to be the Queen Mother.


- That player takes her playmat, 56-card Nest, and 12 Starting Cards.
- Place her Avatar on its space and add one of the four different Role cards to her starting deck. (Random or by choice.)
- Secretly place (random or by choice) one of the four Alien Queen Mother Enemy cards face-down underneath where the Hive will go. (**Note:** The four Queen Mother Role and Enemy cards are not linked. You can use any Role card with any Enemy card.)
- Shuffle the Nest and deal out five cards face-up into the Lair.

**NOTE:** When you build the Human Player Barracks, instead of using four Characters (56 cards), **use six characters** (84 cards). Also, the Human Player to the Queen Mother's left goes first, allowing each Human Player to go before the Queen Mother's first turn.

## Gameplay



The Human Players play normally except for one thing (see “**Killing the Queen Mother**”). If you’re playing as the Queen Mother, the game works like this:


- You don’t have a Hive Phase or Strike Phase.
- You spend  and gain character cards from your Lair just like the Human Players gain cards from the HQ.
- You can spend  equal to the scan cost of a room with a hidden card to look at it. **You MAY turn it face-up.** Often you’ll want to leave the card face-down, but the info can be helpful. Sometimes it will have a reveal trigger or effect you want to happen now. Or it might be an Event or Hazard!

However, you also have four new keyword abilities that let you spend  in different ways:

### Bite




When you play a card with **Bite**, you “unlock” the ability to attack a Human Player directly that turn:


- Spend  equal to that player’s .
- Look at the top **two cards** of the Strike deck (because you have two mouths).
- Discard one and force the player to draw the other (because you can only bite with one mouth at a time).

If you play multiple cards with **Bite**, you can **Bite** a player (or players) multiple times once per instance of the keyword. However, you must spend the required  each time.

### Grab




When you play a card with **Grab**, you “unlock” the ability to capture a character:

- Spend  equal to the cost of a character in the HQ or the Sergeant stack.
- Gain that card. This represents putting that character into a cocoon and impregnating it.
- Once you draw that character into your hand, this represents a new Alien bursting out of that character.
- On your turn, put that character into the Combat Zone. Ignore all text on it. It now counts as an “Enemy – Alien” and has  equal to its .
- When you put that character into the Combat Zone, draw a replacement card for your hand.
- When the new Alien dies, put it into the Dead Characters pile.

If you play multiple cards with **Grab**, you can **Grab** multiple characters once per instance of the keyword. However, you must spend the required  each time.

### Hunt


When you play a card with **Hunt**, you “unlock” the ability to discard a card from a player’s hand:


- Spend any amount of  and choose a player. (You must spend at least 1 .)
- That player reveals their hand.
- You may discard any one character in it with a cost less than or equal to how much  you paid.

If you play multiple cards with **Hunt**, you can **Hunt** multiple players once per instance of the keyword, but **you can’t Hunt the same player more than once a turn.**

### Rush

When you play a card with **Rush**, you “unlock” the ability to add a Hive card to the Complex.

- Spend 5  to add a Hive card to the Complex.







If you play multiple cards with **Rush**, you may add that many Hive cards as long as you pay 5  for each one.

## Killing the Queen Mother

In addition to killing the Final Enemy, the Human Players must also kill the Queen Mother herself to win the game. (They can kill her before or after the Final Enemy.)

The Queen Mother’s Enemy card starts on the bottom of the Hive. When she enters the Complex, **immediately reveal her.** (You’ll know it’s her because it is the last card and has a different colored card back.)

The Queen Mother Enemy card works like this:

- She counts as an Enemy except she can’t be killed by card effects (like the Lead Works) or be turned face-down.
- Unlike other Enemies, she doesn’t have an  value. Instead, she has a  and  like the players.
- Players can spend  equal to her  to force her to draw a Strike. (Track her Strikes on the Avatar on her playmat.)
- If she takes damage equal to or greater than her , then she dies and is out of the game.
- Most Strikes work normally against her, but there are a few exceptions:
  - “Splash Damage” will also cause the next Human Player to draw a Strike.
  - “Tail Whip” will give her and all Human Players a Flesh Wound.
  - If she draws a “Facehugger”, put it onto the next Human Player.
  - If she draws “Slow Gestation”, the next Human Player gains it.

## Additional Queen Mother Rules

- The Queen Mother Player does not count as a “player” for the purposes of card effects unless otherwise noted. (This works just like the Alien Player from the base set.)
- If a Facehugger shows up on the Queen Mother’s turn, put it on the next Human Player. However, the two-turn “timer” for that Facehugger doesn’t start until that Human Player’s turn.

- If an Event, Hazard, or similar effect happens on the Queen Mother's turn, it affects the next Human Player instead.
  - **Example:** If the Queen Mother Player reveals an Event that says "You and the next player each draw a Strike," it will cause the next two Human Players to each draw a Strike.

## Scoring

Playing against the Queen Mother Enemy is **HARD**. You may want to use some of the methods to adjust difficulty that are in the base game rulebook.

If you'd like to play for a score, the Human Players get points based on how far they get in the game:

- 1 Point if the players only complete Objective 1.
- 2 Points if they complete Objectives 1 and 2.
- 3 Points if they survive to the Queen Mother Enemy entering the Complex but don't kill her or the Final Enemy.
- 5 Points if they kill the Final Enemy but not the Queen Mother Enemy.
- 7 Points if they kill the Queen Mother Enemy but not the Final Enemy.
- 10 Points if they win the game (by killing the Final Enemy and the Queen Mother Enemy).

## Game Variants

### Coordinate in Solo Play

If you are playing a solo game with a single Avatar, once per turn, you may discard a card with Coordinate to draw a card.

### "All or Nothing" Game Variant

In this variant, if a player is killed, finish the current turn. Each surviving player gets one more turn. If the players haven't won the game by the end of that last turn, then they lose.

## Introduction: Alien Incursion

### Location: The Aviary

*"You want a new revenue stream? Take a barren rock in one of the heavy pop sectors, give it the shake and bake, but don't colonize. Fill it with animals from every planet in known space and give it a cutesy name like 'Ultra-Zoo' or something."*

— Unnamed W-Y Executive

*"Something's wrong with the flying cows." There's light laughter and the security chief frowns. "I don't care what they're called. They look like flying cows." He flicks on a monitor and you can see the normally docile creatures flapping wildly around their enclosure. "See what I mean? Let's take a look."*

## Introduction: Alien Evolved

### Location: Science Station Echidna

Your eyelids are stiff, heavy. You force them open. Everything's a haze. You blink a few times, and your eyes water.

The room is cramped and hot. There are some things on the floor. They look like large, greenish-black eggs. You see four other people sitting in metal chairs arranged in a loose circle. No, not sitting – strapped down. You try to move your arms, and the restraints bite into your skin. And your skin looks... wrong. Almost blue. But you're not cold, you're sweating.

You strain to look at the others. Their skin looks unnatural too. Tinted? Red, yellow, grey... The green one lets out a roar and you watch his muscles bulge as he tears loose from his chair. An alarm sounds...

## Game Contents

Alien Queen Playmat, Rules Insert and 400 cards:

- **9 New Characters** (14 cards each)
- **2 New Hives** (2 Locations, 6 Objectives, 66 Hive Cards)
- **10 Strikes**
- **10 Avatars**
- **11 Role Cards** (One Avatar has two role cards)
- **24 Drone Cards**
- **8 Agendas**
- **36 Soldier Cards**
- **24 Hard Mode Locations and Objectives**
- **21 Queen Cards** (12 Starting, 1 Avatar, 4 Roles, 4 Enemies)
- **4 Nest Characters** (14 cards each)

## Credits

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