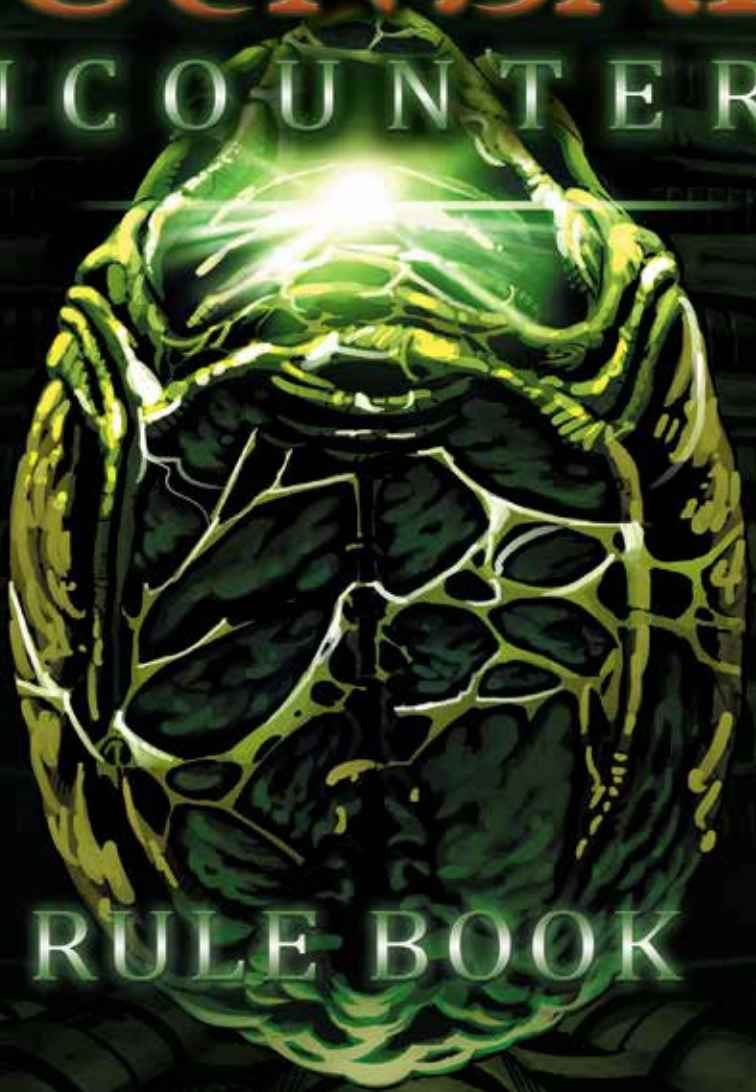
LEGENDARY™

ENCOUNTERS



RULE BOOK

An ALIEN™ Deck Building Game

"I can't lie to you about your chances. But you have my sympathies." – Ash, Science Officer USCSS Nostromo

Game Summary

Welcome to *Legendary*™ Encounters: An Alien™ Deck Building Game. In this fully cooperative game for 1-5 players, each player starts with a Role such as Gunner or Medic and a deck of basic Character cards. At the start of your turn, take a card from the Hive deck and place it face down onto the board to show how the aliens are creeping through the Complex. Then play cards from your hand to generate Attack, Recruit Points, and special abilities. Use Attack to kill aliens or scan the Complex and use Recruit Points to gain new Characters for your deck. At the end of your turn, each alien that made it to the Combat Zone attacks you.

Whenever your deck runs out of cards, shuffle your discard pile to make a new deck, including all of the new Characters you recruited. This allows your deck to get stronger over time. But beware – the Hive deck also grows in power. You'll face progressively tougher aliens until you reach the Final Enemy.

How to Win

Players must work together to complete three Objectives such as "The S.O.S.", "They Mostly Come At Night", or "Who's Laying the Eggs?". As the game progresses, aliens will attack and strike the players. If a player takes strike damage equal to or greater than their health, the player dies and is out of the game. If all the players die, the aliens win. If at least one player survives to complete the final objective, the players win.

Your First Game

For your first game, follow the setup rules on Pages 4-5, using the specific card stacks listed there. This will allow you to simulate the movie Alien™. After your first game you can follow the instructions on page 23 to play through Aliens™, Alien^3™ and Alien: Resurrection™, or you can mix and match Objectives, Characters, and Locations from different movies to make your own scenarios. Once you've mastered the game, you can try Hidden Agenda mode which adds in the possibility that one player is secretly working against the others.

If You've Played *Legendary*™: A Marvel Deck-Building Game...

Legendary™ Encounters has many things in common with its *Legendary*™ counterpart, such as playing cards to gain Attack and Recruit Points, generating combos with cards of the same class or crew, and fighting enemies as they move across the board. Here are the major differences between the games:

Hidden Enemies

When cards are drawn from the Hive deck, they start off face down in the Ventilation Shafts and must be scanned by players who have enough Attack in order to turn them face up. You might find an alien to kill, an Event or Hazard (similar to Scheme Twists and Master Strikes), or even a potential ally who's been hiding from the aliens.

Enemies Strike Players

When a card moves past the Airlock room in the Complex, it drops down to the Combat Zone where it's immediately revealed if it

was not already revealed in The Complex. At the end of each player's turn, the enemies in the Combat Zone strike that player causing them to draw cards from the Strike Deck equal to the number of those enemies. When players take too many strikes they die.

Roles

Each player chooses one of ten roles at the beginning of the game. Your role determines how much health you have and gives you a special Role Character card that starts in your deck.

Alien Players

If a Facehugger is revealed, your team must kill it quickly. Otherwise a player will become "impregnated" and gain a Chestburster card which will eventually kill them. If a player dies in this manner, that player can re-enter the game playing as a newly created Alien, but this time playing against the rest of the team.



Your First Game - Use These Cards

Location: The Nostromo
Objective 1/Hive 1: "The S.O.S."
Objective 2/Hive 2: "No One Can Hear You Scream"
Objective 3/Hive 3: "A Perfect Organism"
Characters: Warrant Officer Ripley, Captain Dallas, Chief Engineer Parker, Navigator Lambert (*Note: All of these characters have the*  *icon.*)
Player Roles: Gunner, Technician, Researcher, Medic, Scout *(in a 4-player game, leave out the Scout. In a 3-player game, leave out the Medic and Scout, etc)*




WER TION
VENTILATION SHAFTS
HIVE
HATCHERY
DEAD ENEMIES
N: 3
SCAN: 4
OPERATIONS
STRIKES
DISCARDED STRIKES
DISCARDED HAZARDS/EVENTS
BARRACKS
DEAD CHARACTERS
TURN ORDER
During your turn, complete the following phases in order:
1. Hive Phase: Add a Hive card (keeping it face down) and add it to the Complex.
2. Action Phase: Play cards from your hand, using them to recruit, scan, and fight.
3. Strike Phase: Each enemy in the Combat Zone Strikes.
4. Cleanup Phase: Discard your hand and all cards played and then draw six new cards.

Game Setup

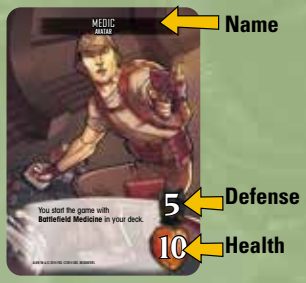
Player Cards

Give each player their own personal 12-card deck made up of these cards:

- 7 Specialists
- 5 Grunts

Each player then selects one of the ten Roles and takes the appropriate Role Avatar and Role Character Card. (You can choose which ones you like or you can randomly deal out the Avatars. Another method is to give each player two random Avatars and let them choose one.)

Avatar Card



The Avatar stays in front of each player during the game.

- Your Health determines how much strike damage it takes to kill you.
- Your Avatar also determines which Role Character Card you get. Each player should take that card and add it to their deck as a 13th card.
- Your Defense Value is only used when you're playing with the Advanced Rules (see pages 19-20 for more info.)



Game Stacks

Note: Only the Sergeant, Strikes, Hatchery, Location, Objective, Hive and Barracks spaces on the board are used to setup the game. The other spaces will be used once the game begins.

Shuffle the 10 Sergeant cards together and place that stack face down on its space on the board.

Shuffle the 40 Strike cards together and place that stack face down on its space on the board.

Place the 14 Hatchery cards face up on Hatchery space on the board. Those cards don't need to be shuffled. They are used when specific effects happen during the game.

Location and Objectives

(See page 23 for how to simulate playing through each of the four Alien™ films.)
Pick one Location and put it on the Location space.



Objectives are marked as either "1", "2", or "3." Each game uses exactly one '1', one '2', and one '3' objective.

Pick a '1', a '2', and a '3'and place them on the Objective space with Objective 1 on the top and Objective 3 on the bottom. (Players have to complete Objectives in order, from Objective 1 to Objective 3.)



The Hive

Each of the Objectives you picked above has a corresponding "mini-deck" of Hive cards. The mini-decks are stacked on top of each other with Objective 1's mini-deck on the top and Objective 3's mini-deck on the bottom.



There are also 24 Drone cards which are shuffled into the mini-decks depending on how many players there are. In a one-player game, you'll shuffle one random Drone card into each mini-deck. In a two-player game, you'll shuffle two random Drones into each mini-deck. And so on.



Here's how to build the Hive deck:

- Find Objective 3's **thirteen** card mini-deck. Shuffle one randomly selected Drone card into it for each player. Then put that stack face down on the Hive space on the board.
- Find Objective 2's **eleven** card mini-deck. Shuffle one randomly selected Drone card into it for each player. Then put that stack face down on top of Objective 3's mini-deck that's already on the Hive space.
- Find Objective 1's **nine** card mini-deck. Shuffle one randomly selected Drone card into it for each player. Then put that stack face down on top of Objective 2's and Objective 3's mini-decks that are already stacked on the Hive space.

So when you're done, you'll have one Hive deck with the Objective 1 cards on the top and the Objective 3 cards on the bottom.
Note: Don't look at the Drone cards you shuffle in – it keeps things more suspenseful!

The Barracks

There are 16 different Characters in the game. There are 14 cards for each character. To build the Barracks, pick four Characters (at random or your choice) and shuffle all of those characters' cards together for a total of 56 cards.

There are four different Ripley characters (one for each of the four films), and each one has its own suite of 14 cards. You can build a Barracks with any or even all of the Ripley Character cards if you want.

Starting the Game

- Put the top five cards of the Barracks into the five spaces of the Headquarters (HQ).
- Each player shuffles their own personal deck of 13 cards and draws a hand of 6 cards from it.
- Choose a player to go first. Players take turns in clockwise order.

On Your Turn

During your turn, complete the following phases in order:

1. **Hive Phase:** Draw a Hive card (keeping it face down) and add it to the Complex.
2. **Action Phase:** Play cards from your hand, using them to recruit, scan, and fight.
3. **Strike Phase:** Each enemy in the Combat Zone Strikes.
4. **Cleanup Phase:** Discard your hand and all cards played and then draw six new cards.

Hive Phase: Add a Hive Card to the Complex

At the beginning of your turn, without looking at it put the top card of the Hive face down into the closest space in the Complex. The aliens are coming!

Push Other Cards Forward If Necessary

Each of the five rooms in the Complex can only hold one card. Whenever a card enters a Complex room, if there's already another card there, the existing card gets pushed one space toward the Airlock to make room for it. So a single card entering the Complex sometimes causes several cards to get pushed forward.

- Remember: Only push a card forward if it needs to move to make room for another card entering that space.
- Cards move the same way whether they're face down or face up.



A Card Might Get Pushed to the Combat Zone

If a card is on the Airlock room and gets pushed, it leaves the Complex and enters the Combat Zone. If it's face down, immediately turn it face up. (See page 10 for what happens when a card turns face up.)

The Combat Zone can hold any number of cards. Each time a new one is added, slide the existing ones over to the right. Each enemy in the Combat Zone will attack a player at the end of that player's turn starting with the enemy that has been in the Combat Zone the longest (farthest right) and resolving cards from right to left.

Action Phase: Play cards from your hand, using them to recruit, scan, and fight.

Your deck is made up of Character cards. Here are the different parts of a character:

Character Card



Crew Icon

Character Class Icon

Name

Character Name

Recruit Points: Use these to recruit more heroes

Attack: Use this to scan rooms & kill enemies

Special Ability

Cost: How many Recruit Points it costs to recruit this character

After you add a Hive card, you play cards from your hand. Some of your cards produce "Recruit Points" that let you recruit more characters. Other cards produce "Attack" that let you scan rooms and kill enemies. Some cards give you special abilities like drawing cards or healing. Here's what you do:

- Play each card in your hand in any order, one at a time.
  - Each time you play a card, do what that card says immediately. (Some cards say "Once this turn" which means you can wait until later that turn in order to use that effect.)
  - You get any Recruit Points listed in the Recruit icon on the card, but you don't have to use those Recruit Points right away.
  - You get any Attack listed in the Attack icon on the card, but you don't have to use that Attack right away.
  - Some cards say something like "**2+**" inside their Recruit or Attack icon. The "**2**" means that you always get at least 2 from that card. The "**+**" symbol means you might get more Recruit Points or Attack based on what the card says in its special ability.
- Keep the cards you play face up in front of you until the end of your turn.
- You don't have to play every card in your hand. Some cards are very powerful in the right circumstances but risky or even harmful in the wrong ones.

Class and Crew Abilities

- Some characters have an ability with a Class Icon and a colon, like : You get **+2**
  - You can only use a Class ability if you've already played another card of that class earlier in your turn.
  - A card's class is shown with the class icon on the card's upper left and also in the color of the card's border.
  - You can only use a card's Class ability once even if you played two or more cards of the required class earlier in the turn.
  - You must use the Class ability if you can (unless the ability says "You may...").
- Some characters have an ability with a Crew Icon such as or .
  - These work the same way as Class abilities.
  - A card's crew icon is on the card's upper left hand corner.

Example of a Class Ability:

- "Captain of the Ship", shown here, always gives you 2 Attack when you play it, even if you don't have any other cards.
- If you have already played another card earlier in the turn, then you can use Captain of the Ship's class ability to get an additional 2 Attack for a total of 4 Attack.
- If you play two copies of Captain of the Ship as your first two cards of the turn, you won't get to use the Class ability of the first one, but you will get to use the Class ability on the second one. So you would get 6 Attack total from those two cards.



Recruiting Characters, Scanning Rooms, and Fighting Enemies

In-between playing cards from your hand, or after you've played all of your cards, you can recruit any number of characters, scan any number of rooms, and fight any number of enemies. You can do any or all of that as many times as you're able and in any order.

How to Recruit a Character

The HQ section of the board has five spaces, each of which contains exactly one face-up character from the Barracks.

To recruit a character from the HQ, spend Recruit Points equal to that character's cost (found on its bottom right corner) and then put it into your discard pile. When your deck runs out and you shuffle your discard pile to make a new deck, you will soon draw that new character and be able to use its abilities.

Whenever there is an empty space in the HQ for any reason, immediately refill it with the top card of the Barracks face up. For example, you might recruit a character, see what new character appears in its place, and then recruit that new character if you have enough Recruit Points.

You can also recruit a Sergeant from the Sergeant stack. To do so, spend 3 Recruit Points and put the top card of the Sergeant stack into your discard pile. Sergeants always cost 3 Recruit Points and there are Sergeants for each of the five character classes. (You won't know which one you get until you recruit it.) Besides being different classes, the Sergeants are identical.

Some special abilities instruct you to "gain" a character. Whenever you gain a character, unless the effect says otherwise, it goes to your discard pile.

How to Scan a Room

During the game there will be hidden (face down) cards in the Complex. It's usually a good idea to scan those cards in order to turn them face up. That way, if you find an alien, you can try to kill it before it moves into the Combat Zone and starts attacking you.

Each of the five rooms in the Complex has a Scan Cost. To scan a room that has a hidden card, spend Attack equal to that room's Scan Cost. Then turn the hidden card face up.

There are also special abilities in the game that let you scan a room. In those cases you don't have to pay the Scan Cost to scan the room.



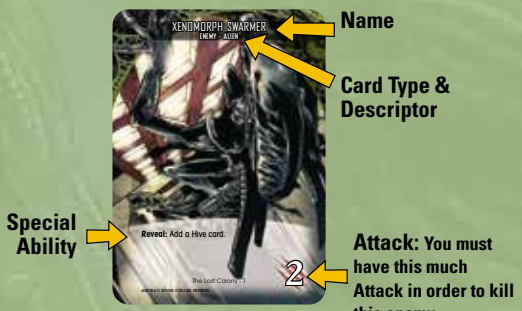
Turning a Hidden Card Face Up

A hidden card turns face up when its room is scanned or when it enters the Combat Zone. Depending on what kind of card it is, different things happen when it's turned face up.

Revealing an Enemy

Enemies make up the majority of the cards in the Complex. Enemies include aliens as well as humans or androids who are working against the players. Here are the different parts of an Enemy card:

Enemy Card



When an enemy is revealed, it stays where it is and continues to move through the complex the same way a face-down card moves.

Some enemies have "**Reveal:**" abilities. When an enemy is turned face up its reveal ability triggers once and then can be ignored afterwards.

Revealing an Event

Each Objective card has an Event ability. When an Event is revealed, follow the Event ability located on the current Objective and then put the Event card into the Discarded Hazards/Events space.

At the beginning of the game you'll be on Objective 1 so when you reveal an event it will trigger the ability on that objective. Later in the game, after you've completed Objective 1, you'll be on Objective 2, so any events that get revealed will trigger that card. Eventually if you make it to Objective 3, events will trigger that card.

(See Completing Objectives on page 11 for more info on Events)

Revealing a Hazard

Each Location card has three Hazard abilities numbered 1, 2, and 3. The first time in the game when you reveal a Hazard card it triggers the first Hazard ability on the location. Then put the Hazard in the Discarded Hazards/Events space.

The second time you reveal a Hazard card it triggers the second ability on the location, and the third time you reveal a Hazard it triggers the third ability on the location.

Revealing a Character or Special Cards

Sometimes you'll find a Character or Special card. These cards will always have "Reveal" abilities that tell you what to do. (Often, something good will happen if you find one of these cards before it gets pushed to the Combat Zone.)

How to Fight an Enemy

Once an enemy has been turned face up you can fight it. You can fight any number of enemies, one at a time, that are in either the Complex or the Combat Zone. To fight an enemy, spend Attack equal to that enemy's Attack value in order to kill it. Then put that card onto the Dead Enemies space on the board.

You can only fight an enemy if you have enough Attack to kill it. If somehow an enemy has 0 Attack, it will die immediately when you attack it.

After you kill an enemy, if you have more Attack leftover, you can use it to scan rooms and/or fight more enemies.
Some enemies have a "Death" ability. When that enemy dies, follow the instructions of its Death ability.

Strike Phase: Each Enemy in the Combat Zone Strikes

From right to left each enemy in the Combat Zone strikes you one at a time. When an enemy strikes, you must draw a card from the strike deck.
Most strikes have an Attack value that represents the damage of the Strike. Put those strikes next to your Role Avatar. If you ever have strike damage greater than or equal to your Role Avatar's health, you have died and are out of the game. You no longer take turns and remove all of your cards from the game. It's now up to your teammates to avenge you!
Some strikes have additional effects, some do nasty things instead of causing damage, and a few are "misses" (which don't hurt at all).
Sometimes other game effects can force you to draw strikes. These work just like when an enemy attacks.
Fortunately some effects allow you to heal strikes. When a strike is healed or otherwise discarded, put it into the Discarded Strikes space on the board.

Cleanup Phase: Discard Your Hand and Draw Six New Cards

- At the end of your turn, put all the cards you played this turn into your discard pile. Also, discard any cards in your hand that you didn't play this turn. (You can look through your discard pile at any time to see what's in there.)
- Then draw six new cards from your deck.
- If you don't have enough cards left in your deck and you still need to draw more, shuffle your discard pile to form a new deck. Then draw the rest of the cards you need.
- Don't shuffle your discard pile into a new deck until your deck has completely run out AND you still need to draw or reveal more cards from your deck. (Sometimes this can lead to your deck being temporarily empty.)

Completing Objectives

There are many different types of Objectives. Some require you to find and reveal certain cards. Some require you to attach special cards to a room in the Complex. And some require you to kill a specific alien.

The players can only be on one "current objective" at a time. Whenever an Objective is completed, immediately put it on the bottom of the three Objective cards. Players can then work toward completing the next Objective.

Players must always complete Objective 1 before they can complete Objective 2, and must complete Objective 2 before they can complete Objective 3. When the third Objective is completed, the game is over and the players have won.

Some Objectives have "Setup" text. Follow these instructions immediately when it becomes the current objective.

On your first time playing with an Objective it might not be immediately clear how to complete it. However, you'll always be able to figure it out as you make your way through the Hive.

Objective Goal Cards

Some Objectives require you to do something with cards you'll find in the Hive. The cards are marked as a goal for Objective 1, 2, or 3. If one of these cards has an ability on it where you can spend Recruit Points, you can only use the ability if you're on the proper Objective.



Final Enemies

Each Objective 3 requires the players to kill one or more specific aliens. These aliens say "Final Enemy" on them. You may not fight a Final Enemy until you're on Objective 3. (If you haven't completed Objective 2 yet when a Final Enemy shows up, you're probably in trouble.)

Keyword Abilities on Characters

There are four keyword abilities found on Characters:

Coordinate

Coordinating allows you to let another player "borrow" one of your cards. It is a critical way to help your teammates kill tough enemies. It's the most common keyword found on characters in the Barracks, and all Sergeants have Coordinate.

During another player's turn you can Coordinate with them like this:

- Set aside a Coordinate card in your hand face up, and then immediately draw a new card to replace it. While it is set aside, it's considered "out of play."
- That player can now play a copy of the card you coordinated with them. (See Copying a Card on page 16)
- At the end of that player's turn, put the card you Coordinated into YOUR discard pile.

You can only Coordinate one card to each player on their turn. However, multiple players can each coordinate one card to the player whose turn it is in order to give that player a huge advantage.

When you Coordinate a card to a player, they can choose not to play a copy of it. Either way you still draw a replacement card.





Example of coordinating: It's Player A's turn. Player B decides to Coordinate the card "Find It And Kill It." Player B sets aside the card face up, draws a replacement card, and tells Player A. Player C decides to Coordinate as well. Player C sets aside "The Company's Orders", draws a replacement card, and tells Player A.

Player A now copies both of the Coordinate cards, gaining 2 Attack from the first one and 2 Recruit Points from the second. Even better, since "Find It And Kill It" is a GG card that allows him to trigger his "First Aid" survival ability which heals a strike from any player. At the end of Player A's turn, the card Player B coordinated goes to Player's B's discard pile and the card Player C coordinated goes to Player C's discard pile.

Vigilant



Vigilant characters can stay in play longer than one turn. When you play a Vigilant character, leave it in play in front of you like a normal card. However, at the end of your turn, when you discard your cards and draw a new hand, leave your Vigilant cards in play.

Most Vigilant characters let you discard them in order to get an effect such as gaining Attack or avoiding a Strike.

On the turn you play a Vigilant character it helps you trigger Class or Crew abilities. However, on later turns while a Vigilant card remains in play, it won't help you trigger those abilities.

If an effect says to do something to one of "your" characters, this includes characters in your hand, characters you played this turn, and any Vigilant characters that you have in play. If you need to "show" a character for an effect, you can show one of your Vigilant characters.

Sacrifice



Some cards allow you to sacrifice them to get a special effect. Play the card as normal. Then any time on your turn you can kill the card, putting it into the Dead Characters space, to get its Sacrifice effect.

When you Sacrifice a card, you still get to keep any Recruit Points, Attack, or "Once this turn" abilities it generated that turn. It also still counts for the purposes of triggering other cards' Class or Crew abilities.

Mobilize



A Mobilize character grants you a special ability as soon as you gain the character. When you recruit or otherwise gain a character with Mobilize, after you refill the HQ, you get its Mobilize text immediately. (You must use the Mobilize ability unless it specifies "You may...".) Once you gain a Mobilize character you ignore its Mobilize text from then on.

Facehuggers and Chestbursters

Facehuggers work differently than other aliens. Whenever one is revealed, it gets placed right in front of the player whose turn it is. This represents the Facehugger trying to attach itself to that player.

That player can fight and kill it that turn if possible. If that player can't kill it, the next player is allowed to fight it on their turn. If neither player can kill it, the Facehugger "impregnates" the initial player: The Facehugger dies and goes to the Dead Enemies space. Then that player puts a Chestburster card from the Hatchery into his or her discard pile.

If there's only one player left in the game and that player reveals a Facehugger, they will have this turn and the next one to kill it.

Facehuggers can't be moved by player effects (like the Electric Prod).

If multiple Facehuggers impregnate a player at the same time, they all die, but the player only gains one Chestburster card.

Beware: Facehuggers can show up from unexpected places, without warning!

When you gain a Chestburster the following things happen:

- Enemies will no longer strike you. (You're part of the family now.)
- If a Facehugger would be placed in front of you, it moves onto the next player.
  - That player still only has this turn and the next one before he or she gets impregnated.
  - If there is no other player to move onto, the Facehugger dies.
- The moment you draw the Chestburster, it claws its way out of your chest and you die horribly.
  - If you're playing with the "Alien Player" advanced rules (see page 19), you now get to re-enter the game as an Alien. Otherwise, you're simply out of the game.

Example of a Facehugger + Chestburster:
Player A expends some Attack to scan the Med-Lab. This reveals the hidden card there and it's a Facehugger! Player A puts the Facehugger right next to his avatar. Player A realizes he doesn't have enough Attack to kill it and starts to panic. He takes the rest of his turn and then looks at the next player (Player B). "Hey, can you kill this thing?"
Player B takes her turn. She realizes she doesn't have enough Attack to kill the Facehugger. "I'm sorry – I can't help you..."
At the end of Player B's turn, the Facehugger impregnates Player A. The Facehugger dies and goes to the Dead Enemies space. Then player A puts a Chestburster from the Hatchery into his discard pile.

If the players can find a way to remove the Chestburster from Player A's deck or discard pile he'll be all right. Otherwise, when he draws it, he immediately dies.

Additional Rules

Players Fight Players

Sometimes a player might want to fight another player. (The main reasons to do this are when playing with the Advanced Rules for Hidden Agendas or Alien Players.)
During your turn, you can fight another player by spending Attack equal to that player's Defense value. That player must then draw a Strike card. You can attack another player as many times you like on a turn as long as you can spend enough Attack each time.

"Your Characters"

If an effect refers to "your characters" this includes any character in your hand as well as any characters you've played this turn. (It also counts any Vigilant characters you have -- see page 13.)The characters in your deck and discard pile do not count. Copies of characters (such as a card that was coordinated to you) also do not count.

"Kill"

In addition to spending Attack to kill enemies, there are many effects that say to "kill" certain cards. Killed enemies go to the Dead Enemies space and killed characters go to the Dead Characters space. If a Chestburster gets killed, put it back into the Hatchery. And if somehow a Hazard or Event gets killed, put it into the Discarded Hazards/Events space.
If a card says to kill "one of your characters" you can kill a character in your hand or one you've already played this turn. If you kill one you've already played this turn, you still get to use the Recruit Points, Attack, and special abilities the character produced, including "Once this turn" abilities. It also still counts for the purposes of triggering

another card's Class or Crew ability. Killing some of the Basic Colonial Marines (Specialists and Grunts) you start with can actually be very good for you, since it means you will draw your more powerful characters more often, instead of drawing the weaker Marines.

Marines

The Specialists and Grunts you start with, as well as the Sergeants you recruit all have the  Crew symbol. Specialists and Grunts have no character class, but there are Sergeants with each of the five character classes.

"Gaining" Cards

When you gain a card, put it into your discard pile. After you shuffle your deck, you'll be able to draw that new card.

Running Out of Cards in the Hive Deck

Often the Hive deck will run out while the players are struggling to defeat the Final Enemy. If you need to add a Hive card and the Hive deck is empty, take all of the cards in the Dead Enemies space, shuffle them together and make a new Hive deck.
In the unlikely event that the Hive deck runs out a second time, the aliens have overrun the players and the players all die. (As above, this happens when you need to add a Hive card and there isn't one left.)

Running Out of Cards in the Barracks Deck

If the Barracks runs out, keep playing normally except the HQ will no longer refill. And once there are no longer cards in the HQ you will no longer be able to recruit characters (other than Sergeants).

Running Out of Cards in the Sergeant Stack

If this stack runs out, keep playing normally except you will no longer be able to recruit Sergeants.

Running out of Cards in the Strike Deck

When this deck runs out, immediately shuffle all of the discarded strikes to make a new Strike Deck.

Special Abilities On Cards

- Cards can override the rules of the game.
- If one card says you can't do something and another tells you to do it, "can't" beats "can."
- If a card tells you to do something and you can't do all of it, then do as much as you can. For example, if a card tells you to discard two cards from your hand and you only have one card, just discard the one card.
- If a card requires a choice and it's not clear who should make the choice, then the player whose turn it is makes the choice.
- If a card instructs "you" to do something and it's not clear who it refers to, it refers to the player whose turn it is.

"Show" a Card

This just means to show the other players that you have a particular card. You don't have to play or discard the card. You can also show a card that you already have in play (including Vigilant cards).

“Once this turn”



Most card abilities take place immediately when you play the card. However, some say “Once this turn” which means that you can choose to use that ability later on during your Action Phase instead of right away. However, once you get to the Strike Phase part of the turn it’s too late to use it.

“Next Player”

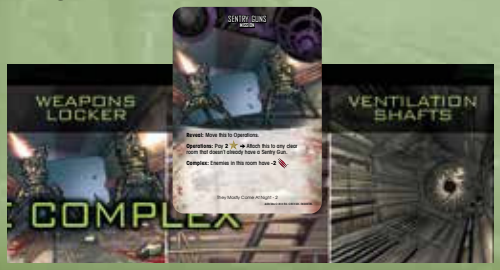
Some effects refer to the next player. Usually this means the player who is next to act. However, if there’s only one player left in the game (whether because you’re playing solo or because everyone else is dead), then “next player” refers to you. For example, if an effect says “you and the next player each draw a strike”, you would draw two strikes.

Enemy gets -2 Attack

Some effects reduce an enemy’s Attack. It can never go below 0. When you fight an enemy, if its attack is 0 you can kill it without using any Attack.

“Attach” to a Room

Some cards tell you to “attach” it to a room. In this case put it in that room of the Complex but slide it up a bit. This way other cards can still go into that room on top of the attached card, but the attached card’s name is still visible. The attachment doesn’t count as being “in”that room.



“Clear” Room

A room is considered “clear” if there is no card in that room. A room that has an attached card can still be clear if there is no other card in it. If a room gets “blocked” by an effect it is removed from the game and never counts as being “clear”.

Copying a Card

Some effects allow you to copy a card. Whenever you copy a card, pretend as though you just played that card. You get all of its Recruit Points, Attack, and special abilities including any Class or Crew abilities it has and keywords such as Sacrifice. A copy of a card can’t be killed or discarded.

“Does Not Move”

Some enemies don’t move. If another card tries to enter its space, leave it where it is, and have the other card skip to the next space.

“Does Not Strike”

Some enemies don’t strike. Just ignore that enemy during the Strike Phase.
Double Strike and Triple Strike
When an enemy with Double Strike strikes you, you draw two Strike cards instead of one. If it has Triple Strike, you’ll draw three Strikes instead of one.

“Strike” Abilities

Some enemies have “Strike” abilities.” When these enemies strike at you, in addition to drawing a Strike, follow the instructions on the card.



Area Abilities
Some cards have abilities which are only active while the card is in a certain area. They look like this: “Complex:”, “Operations:”, or “Combat Zone:”

“Event” Abilities
Some enemies have abilities that trigger when an Event is revealed. When an Event is revealed, first resolve the Event trigger on the Objective and then resolve it on any enemies in play.



“Special” Hive cards
Some cards in the Hive are marked as “Special.” Just follow the instructions on these cards when they’re revealed.

Pay ✶ Abilities
Some cards allow you to “pay” ✶ in order to get an effect. In this case, just spend the ✶ and follow the instructions.

Grown in a Lab
Grown in a Lab becomes a clone of another card you played this turn. In this case, it gains the stats, text, class, crew, character name, etc. of the card you’re cloning. However, it also still counts as a Ripley card (for the purposes of cards like Acid Blood or The Newborn).

Ventilation Lock
One card, Ventilation Lock, can block the Ventilation Shafts. When this happens, that room no longer exists. Put the current Objective Card (No One Can Hear You Scream) on that room and then put the whole Hive deck on top of it.

Deck Labels
Most cards in the game have a label on them that makes it easier to tell where a card belongs. This is especially useful when you’re cleaning up and reorganizing a finished game.



Timing
If a card tells multiple players to do something at the same time, first the player whose turn it is does it then the other players go in clockwise order.

If multiple cards are moved to the Combat Zone at the same time, turn the first one face up (if necessary) and resolve any Reveal triggers or its Hazard or Event ability. Then turn the next card face up, and so on.

If multiple effects occur at the same time, and it’s not clear what order to resolve them in, the player whose turn it is chooses the order.

Character Classes

Intel characters are the best at gaining information, scanning rooms, and drawing cards.

Leadership characters excel at generating extra Recruit Points and gaining extra characters.

Strength characters are great at generating Attack and killing cards you no longer want in your deck.

Survival characters can avoid drawing strikes and can heal players.

Tech characters are jacks of all trades who can dabble into the effects of the other classes as well as do some unique things like move enemies or copy other cards you played this turn.



Crews

Nostromo: "We'll move in pairs. We'll go step by step and cut off every bulkhead and every vent until we have it cornered. And then we'll blow it out into space." – Warrant Officer Ripley

Sulaco:"We got tactical smart missiles, phase-plasma pulse rifles, RPGs, we got sonic electronic ball breakers. We got nukes, we got knives, sharp sticks…"
– Private Hudson

Fury-161:"You're all gonna die. The only question is how you check out. Do you want it on your feet? Or on your knees… begging? I ain't much for begging. Nobody ever gave me nothing. So I say $%&# that thing! Let's fight it!" – Brother Dillon

The Betty:"Hey, Ripley. I heard you, like, ran into these things before. So, like, what did you do?"
"I died." - Johner and Ripley No. 8.

Colonial Marines:"All right, sweethearts, you're a team and there's nothin' to worry about. We come here, and we gonna conquer, and we gonna kick some, is that understood?" – Sgt. Apone

Advanced Rules

These are rules you should only use once you feel like you have mastered the game.

Advanced Rule: Player Aliens

"There's a monster in your chest. It's a really nasty one. And in a few hours it's gonna burst through your ribcage, and you're gonna die. Any questions?" – Ripley No. 8

In the standard rules, when a player dies to a Chestburster they're out of the game (just like if they die from Strike damage). With this optional rule, when a player dies to a Chestburster they get to re-enter the game on their next turn as an Alien Player. Here's how it works:



- When you die, remove your avatar and all your cards (deck, hand, etc.) from the game.
- Choose a random Alien Avatar.
- Shuffle the 36-card Alien Player deck and draw a hand of 6 cards.
- You now have a new goal: Kill the rest of the players.
- Do the following on each of your turns, in this order:
    1. Play any number of cards from your hand.
    2. Discard each card you played and any that are left in your hand, and draw a new hand of 6 cards. (You don't do anything else on your turns like having a Hive or Strike Phase.)
- If your deck runs out, reshuffle it just like you would as a regular player.
- Players can fight you by spending Attack equal to your Defense number. Each time you're attacked this way, draw a Strike. Ignore any text on that strike, but if it has a damage number of 1 or higher put it next to your Avatar.
- If you ever have Strike damage greater than or equal to your health, you die. Remove your deck, hand, and discard pile from the game, but leave any cards that you might have put onto the board.
- You no longer count as a "player" for the purposes of game effects. If an effect says something happens to the "next player" and that would have been you, it skips you and goes on to the next player. Note: Some cards refer specifically to an "Alien Player."
- If an Event or Hazard is revealed, treat it as though the next player revealed it. (It refers to them and they make any decisions on it.).
- If you would ever receive a Facehugger, give it to the next player instead.
- If at any point all players in the game are Alien Players, the game ends.

Advanced Rule: Hidden Agendas

"You know, Burke, I don't know which species is worse. You don't see them screwing each other over for a goddamn percentage." – Ellen Ripley

As if a horde of aliens wasn't enough, now there might be a traitor in your midst. The Hidden Agenda rules add an element of secrecy and suspense among the players.

Agenda Cards





At the beginning of the game after players have selected their roles and built their 13-card starting decks, do the following:

- Without looking at them, randomly select one of the ten "Good Agenda" character cards for each player but don't give them out yet.
- Without looking at them, randomly select one of the five "Evil Agenda" character cards
- Shuffle the one Evil card in with the Good agendas cards, then deal one out to each player. Put the remaining card back in the game box without looking at it. It won't be used this game. If that was the Evil card it means there's no traitor this game… but the players don't know this yet.
- Players may now look at their Agenda cards to find out if they are Evil this game. Then each player puts their Agenda card face down underneath their Avatar. (They can look at it at any time during the game.) You may not reveal your Agenda card to other players.

If you received a Good Agenda, you're playing the normal game. You win by completing all three Objectives.

If you received the Evil Agenda, you're playing a very different game. You are secretly working for "The Company". By any means necessary you want all the other players to die so an alien specimen can be acquired. Once everyone else is dead, you must then call in the rescue team from The Company. (See below.)

The name of each Agenda card describes the personality of your character. For example, you might be a "Ruthless Gunner" or a "Fearless Scout."

Secrets Revealed



- During Setup, set aside "Secrets Revealed" cards equal to the number of players. Each of these replaces one of the Drone cards in the Hive decks you'll use this game.
- For example, in a three-player game, you would normally use a total of nine Drone cards. But in a three-player game with Hidden Agendas, you would use three Secrets Revealed cards and six Drone cards. (In a four-player game you'd use four Secrets Revealed cards and eight Drones, etc.)
- During the game, when a Secrets Revealed card is revealed, the player whose turn it is must reveal the Agenda card of any one player (including their own) that hasn't been revealed yet. Then put the Secrets Revealed card aside for he remainder of the game. (It won't be used again.)
- When a player's Agenda card is revealed, two things happen:
  1. It shows everyone else whether that player's a traitor or not.
  2. That player then gains their Agenda character card. (It goes into their discard pile and works just like a regular character card.)

When a Player Dies
If a player dies and their Agenda hasn't been revealed yet, it gets revealed at that time.

When the Player with the Evil Agenda Dies
The Good players don't need to kill the Evil player. They can win by completing their three Objectives whether or not the traitor is still alive. However, if the Evil player dies, not only does that remove a big threat to the team, but it buys the players some extra time: Shuffle each enemy and hidden card in the Complex together and put them on top of the Hive deck.

When Everyone but the Traitor Dies
Now all the traitor needs to do is play their Agenda card to win the game. (This represents The Company showing up to collect an alien specimen and rescue the traitor.)
Alternate Victory: Agenda cards count as Character cards, so it's possible for them to be killed. If the Evil player's Agenda card gets killed, he can still win the game. All other players must be dead and the Evil player must complete all three Objectives. (This represents the evil player being left on his own by The Company such that he must fight his way out to survive.)

When Everyone Dies
Sometimes the good players might kill the evil player or vice versa, but then the aliens overrun the survivors. In this case, everyone loses just like in the regular game

When There's an Alien Player and a Traitor
In this case, things aren't going great for the good guys. The traitor doesn't need to kill the Alien Player in order to win the game. The Alien Player has the option to try to hurt whomever it wants.

Gameplay Tips
At the beginning of the game you don't know who you can trust (unless you're the Evil player). You can attack other players if you want, but you'll risk hurting a potential ally or possibly revealing something about your Agenda.

When you reveal a Secrets Revealed card, it's great to try to find the evil player because then everyone can start fighting him and the Good players will now stop coordinating with or otherwise helping him. But it can also be beneficial to reveal yourself. Not only will you get to put your Agenda character card into your deck, but, if you're Good other Good players will know that you're on their team.

We recommend playing several games of the regular game without Hidden Agendas before trying them. They often make the game much harder as you're not sure who to trust and at any moment a player might betray everyone.

Table Talk and Etiquette
In the regular game players are allowed to say anything they want and even show each other their hands. When playing with Hidden Agendas use the following etiquette:

- Players may not reveal their Agenda card or discuss any details about their Agenda card such as its name, stats, or game text.
- Players may not ask other players details about their Agenda card. It is okay to ask a player if he's Good or Evil (Although the player doesn't have to answer.)
- Players may lie about their hand or intentions.
- Players must reveal each card they play during their turn.
- Each player's discard pile is public information and can be looked through by anyone at any time.

Delayed Hidden Agendas

This is a variation of Hidden Agendas, where players are not allowed to look at their own Agenda card until after a Secrets Revealed card is played on them. This way you might not even realize you're a bad guy. In this variation, finding out you're Evil represents the Company sending special orders to you to kill everyone else, right in the middle of the game, after they've learned about the alien's existence.

Adjusting Difficulty

The game can be very hard, especially for newer players. Some Objectives and Locations are harder than others and some combinations of characters and roles work better than others. In addition to trying out different combinations, here are some ways to make the game easier or harder.

To make the game easier, do one or more of these:

- During Setup, shuffle extra Drone cards into each Hive mini-deck. The more Drones you use, the easier the game. We recommend starting with one extra Drone per mini-deck.
- Treat each player's Defense value as extra Health.
- Give each player one (or two) free "preparations" turn where they get to skip the Hive Phase.

To make the game harder, do one or more of these:

- During Setup, don't shuffle in as many Drone cards. The fewer drones, the harder the game. We recommend starting by removing one Drone per mini-deck.
- During Setup, put cards from the Hive face down into the Complex. The more cards, the harder the game.

Scoring

If you'd like to keep score for your games, use these rules. (These are especially good if you play a series of Hidden Agenda Games to determine an overall winner.)

Regular Game (No Hidden Agendas)

- If the players lose, they score 0 points.
- If the players win, they each score 1 point for each player that survived. (Dead players still get their points unless they turned into Alien Players.)
- Alien Players can never score points. Their goal is to deny everyone else points.

Hidden Agenda Game

- If the good players lose, they score 0 points.
- If the good players win and there was no player with an evil agenda, they score 1 point for each player that survived plus 1 bonus point for the difficulty of playing while paranoid.
- If the good players win and there was a player with an evil agenda, the players score 1 point for each player that survived plus 5 bonus points for thwarting the evil player.
- If an evil player loses, he scores 0 points.
- If an evil player wins, he scores 2 points for each good player that died.

Achievements

- When you draw a new hand it has no basic cards in it.
- When you combo three different class symbols on the same turn.
- If you have all five different class symbols in your hand (or in front of you.)
- If the HQ is all one class
- If the HQ is all five classes

Playing Through the Movies

We suggest playing through the movies for your first several games. To do so, use the following cards:

Alien™

- **Location:** The Nostromo
- **Objective 1 / Hive 1:** The S.O.S
- **Objective 2 / Hive 2:** No One Can Hear You Scream
- **Objective 3 / Hive 3:** A Perfect Organism
- **Characters:** Warrant Officer Ripley, Captain Dallas, Chief Engineer Parker, Navigator Lambert
  Note: All of these characters have the icon.

Aliens

- **Location:** Hadley's Hope
- **Objective 1 / Hive 1:** The Lost Colony
- **Objective 2 / Hive 2:** They Mostly Come At Night
- **Objective 3 / Hive 3:** Who's Laying The Eggs?
- **Characters:** Lieutenant Ripley, Corporal Hicks, Private Hudson, Bishop
  Note: All of these characters have the icon.

Alien³™

- **Location:** Fiorina "Fury" 161
- **Objective 1 / Hive 1:** Where are the Brothers?
- **Objective 2 / Hive 2:** The Beast is Out There
- **Objective 3 / Hive 3:** Nobody Can Stop It
- **Characters:** Sister Ripley, Brother Dillon, CMO Clemens, Francis "85" Aaron
  Note: All of these characters have the icon.

Alien: Resurrection™

- **Location:** The Auriga
- **Objective 1 / Hive 1:** Breakout
- **Objective 2 / Hive 2:** You're a Thing. A Construct.
- **Objective 3 / Hive 3:** She'll Breed. You'll Die.
- **Characters:** Ripley No. 8, Call, Johner, Christie
  Note: All of these characters have the icon.



Combining *Legendary™* Encounters with *Legendary™*

If you have *Legendary*™: A Marvel Deck-Building game, you can mix your Alien™ and Marvel cards together in a variety of ways.

When Playing *Legendary™* Encounters

- You can use Marvel Heroes in place of some or all of the Alien™ characters in the Barracks.
- You can use Villains and/or Henchmen in place of Drones.

Special Rules

- If a Marvel card says to gain a wound, draw a strike instead.
- If a Marvel card says to KO a wound, heal a strike instead.
- If a Marvel card has an "Escape" ability this happens when the card enters the Combat Zone.
- If a Marvel card has an "Ambush" ability, it works like a "Reveal" ability.
- If a Marvel card has a "Fight" ability, it work like a "Death" ability.
- See below for more terminology swaps.

When Playing *Legendary™*

- You can use Alien™ characters in place of some or all of the Marvel Heroes in the Hero deck.
- You can use aliens and other Enemies in place of Villains/Henchman in the Villain deck.

Special Rules

- If an Alien™ card says to draw a strike, gain a wound instead.
- If an Alien™ card says to heal a strike, you may KO a wound in your hand or discard pile instead.
- If an Alien™ card has a "Reveal" ability, it works like an "Ambush" ability.
- If an Alien™ card has a "Death" ability, it works like a "Fight" ability.
- If an Alien™ card has a "Strike" ability, it occurs when the alien escapes the city.
- If an effect says to turn a card face down, ignore it.

Terminology Swaps

In either game, treat these terms as the same:

- Barracks = Hero Deck
- Hive = Villain Deck
- Sergeant = Shield Officer
- The City = The Complex
- Kill = KO
- Character = Hero
- Enemy = Villain/Henchman

Class Symbols

The Symbols for each class are the same in both games.

In either game, if some game text doesn't make sense, just ignore it. (Such as rescuing a bystander in *Legendary*™ Encounters or completing an Objective in *Legendary*™.)

Game Contents

Rulebook, game board and 600 cards.

- 10 Role Avatars
- 10 Role Character Cards
- 35 Specialists
- 25 Grunts
- 10 Sergeants
- 224 Character cards (16 characters with 14 cards each: each character has 1 rare, 3 uncommons, and 5 each of two commons)
- 4 Locations
- 12 Objectives
- 132 Hive cards (12 different "mini-decks")
- 24 Drone cards
- 14 Hatchery Cards
- 40 Strikes
- 4 Alien Avatars
- 36 Alien Player Cards
- 15 Agenda Cards
- 5 Secrets Revealed Cards



Credits

Game Design and Card Set Design: Ben Cichoski and Danny Mandel (Super Awesome Games)

Brand Management: Jason Brenner

Development Team: Jason Brenner, Bubby Johanson, Mark Shaunessy, Crystal Goggio.

Product Management and Art Direction: Bubby Johanson

Graphic Design: Krista Timberlake

Project Management: Rachel Valverde, Louise Bateman.

President, Upper Deck Company: Jason Masherah

Director of Creative Services: Mike Eggleston

Original *Legendary*™ Game Engine Design: Devin Low

Playtesters: Jason Brenner, Crystal Goggio, Bubby Johanson, Matt Rogers, Mark Shaunessy, Jenny Silva and many more.

Super Awesome Playtesters: Gus Cichoski, Drew Clark, John Earle, Mike Leoncavallo, Eric Thomas, Ken Wyman



Quick Reference Guide
Setup

Note: *Only the Sergeant, Strikes, Hatchery, Location, Objective, Hive and Barracks spaces on the board are used when you set up the game. The other spaces will be used once the game begins.*

Initial Setup

1. Each player chooses a Role Avatar and takes the Role Character card that goes with it.
2. Each player takes 7 Specialists, 5 Grunts, and their Role card, shuffles them to make a personal deck of 13 cards, then draws a hand of 6 cards.
3. Shuffle the Sergeants and shuffle the Strikes, then put them face down on their appropriate spaces.
4. Put the 14 Hatchery cards face up on the Hatchery space.
5. Choose a Location and put it face-up on the Location space.
6. Choose one Objective 1, one Objective 2, and one Objective 3 and put them face-up on the Objective space with Objective 1 on the top and Objective 3 on the bottom.
7. Find the three Hive mini-decks that match those Objectives. Shuffle in 1 random Drone card for each player into the Objective 3 mini-deck and put it face-down on the Hive space. Then repeat this process for the Objective 2 and 1 mini-decks so that you have one Hive deck with the Objective 1 mini-deck on the top and Objective 3 mini-deck on the bottom.
8. Choose four characters, shuffle all of those characters' cards together and put them face down on the Barracks. (There should be 56 total character cards.) Then put the top 5 cards into the HQ face up.

On Your Turn

During your turn, you do the following:

1. **Hive Phase:** Draw a Hive card (keeping it face down) and add it to the Complex.
2. **Action Phase:** Play cards from your hand, using them to recruit, scan, and fight.
3. **Strike Phase:** Each enemy in the Combat Zone Strikes.
4. **Cleanup Phase:** Discard your hand and all cards played and then draw six new cards.

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