

ALIENS: THIS TIME IT'S WAR

Rules for the clean, printer-friendly version by Bobby Goodman III.
Original game design by Mark Chaplin. Version 7.13.2026

Setup:

- Place the battlefield cards in the middle of the table in the following order: *Reactor*, *APC Rescue*, *Operations*, *Dropship Evac* and *Sulaco*.
- Place the *Airlock* card next to the *Sulaco*.
- Place the *Nuke Entire The Site From Orbit* card next to the *Reactor* and put 12 tokens on it. (Alternately, put only 11 tokens on it and the Aliens player begins with *Alien Nest* already in play at the *Reactor*. Or, put on only 10 tokens and the Aliens player begins with an *Alien Hunter* instead.)
- Place the turn marker on space [1] of the *Reactor* card.
- Place all Marine character cards in a pile, face up in front of the Marine player, with the lower numbered cards on top.
- Each player shuffles their draw deck and draws 5 cards for their starting hand.

Victory Conditions:

- The Aliens win if all the Marines are killed or if *Bishop* is killed before reaching the *Sulaco*.
- The Marines win if *Ripley* is alive after the last turn on the *Sulaco* battlefield.
- The Marines also win if all tokens are removed from the *Nuke The Entire Site From Orbit* card.

Game Turn:

1. **Marines Draw:** The Marine player draws 2 additional cards.
2. **Marines Play Cards:** The Marine player may play any number of cards from his hand.
3. **Aliens Draw:** The Alien player draws 2 additional cards.
4. **Aliens Play Cards:** The Alien player may play any number of cards from his hand.
5. **Aliens Attack Phase:** Compare the Marine Firepower to the Alien Power and either kill a Marine or remove a token from the *Nuke The Entire Site From Orbit* card. Then, advance the turn marker one space.

Hand Size: There is no limit on hand size.

Card Cost: If a card has a cost (the number on the top right of the card in the rectangle), it must be paid when the card is played by discarding additional cards for no effect.

Firepower Cards: Some Marine cards have Firepower (a number on the top left of the card). These cards are played onto the current battlefield. The Marine player's Firepower cards must be placed on his side of the current battlefield. A maximum of 3 cards are allowed on the Marines' side of each battlefield (except when using the *Small Arms Fire* card). The Marines player may also discard any of his own cards from the current battlefield (usually in order to play new ones).

Blocking Cards: The Aliens player has certain cards that block a slot on the Marines' side of the battlefield. These should be placed sideways on the Marines' side when played, and only 2 may be in play per battlefield. These cards further limit the number of cards the Marines player may have in play at that battlefield.

Aliens Cards: Cards that begin with the word "Alien" have a Power number in the upper left, similar to Marine Firepower cards. The Aliens player plays these on his side of the battlefield. Unlike the Marines, the Aliens player does not have a limit on the number of cards he may have in play on a battlefield (unless the *If We Weld Plate Steel Here, Here, And Here* card has been played there).

Effects: The text at the bottom of a card is its effect. Effects on cards that do not have Firepower or Power are usually immediately resolved when played and then discarded. Some Firepower or Alien cards have an effect that starts with a ">" symbol. These effects are only resolved when the card is played on the battlefield from your hand. Marines that have effects are resolved when they are killed. Unless stated otherwise on the card, effects can only be applied to the current battlefield.

Played Cards: Once played, Firepower cards, Alien cards, Blocking cards, and *If We Weld Plate Steel Here, Here, And Here* remain in play where they were played, even when the players move on to a new battlefield.

Aliens Attack: At the end of the Aliens Play Cards phase, add the Firepower of the Marine cards at the current battlefield to the bonus number on battlefield card itself. If the total Power of the Alien cards at the current battlefield exceed that number, then the Aliens kill a Marine.

Removing Nuke Tokens: If the Aliens do not kill any Marines in a turn (either due to card play or their attack), then remove one token from the *Nuke The Entire Site From Orbit* card.

Turn Marker: The turn marker is moved forward one space at the end of each turn. Some cards will move the turn marker forward or backward. The [-] spaces are used if the marker is moved backward past the starting point on that battlefield. The [F] and [N] spaces are used for additional turns at *Dropship Evac* because of *Ferro* or *Newt*. Cards that grant minus one turn on a battlefield cannot be played on the last turn at a battlefield.

Marine Casualties: When a Marine is killed (through card play or the Alien's attack), the Marine player must choose casualties from surviving Marines with the lowest Survival Rating (the number on their card).

Notes on Cards:

- **Airlock:** This card removes all Alien cards at the current battlefield from play, including cards with Toughness. It also kills all Marines, except for those the Marine's player saves by discarding. It has no effect on Blocking cards or *If We Weld Plate Steel Here, Here, And Here*.
- **Alien Card:** Card effects that target an Alien Card can affect any card whose name begins with "Alien."
- **Bishop:** The Marines lose if Bishop is killed before reaching the Sulaco. If he is killed after that, flip him instead and he remains in play (and can be killed a second time).
- **Burke:** When this card dies, he cannot reduce the *Nuke Entire The Site From Orbit* card to less than 1 token.
- **Ferro:** If Ferro is killed before reaching *Dropship Evac*, the Marines must spend two additional turns fighting on that battlefield.
- **Get Away From Her:** You can only play this card if the Alien Queen is on the current battlefield.
- **Gun's Dry:** You can only play this card if a Sentry Gun is on the current battlefield.
- **If It Comes To That, I'll Do Us Both*:** This card removes all Alien cards at the current battlefield from play, including cards with Toughness, but has no effect on Blocking cards or *If We Weld Plate Steel Here, Here, And Here*.
- **If We Weld Plate Steel Here, Here, And Here:** This card cannot be played on a battlefield that already has more than 2 Aliens. When it is played, put it sideways on the Aliens side of the battlefield as a reminder of its effect. This card is not removed by the *Airlock* or *If It Comes To That, I'll Do Us Both*.
- **Let's Rock:** This card can target the same Alien card twice and therefore can kill a card with Toughness.
- **M3 Body Armor:** This card is played in reaction to a Marine being killed on the Aliens' turn.
- **Newt*:** If Newt is killed on or before reaching *Dropship Evac*, flip her instead. This means she remains in play and can be killed a second time, but requires the Marines player to spend an additional turn fighting at *Dropship Evac*. If she is not flipped and instead killed for the first time after leaving *Dropship Evac*, she dies.
- **P-5000 Powerloader:** This card can only be removed from play by the *Airlock*.
- **Second Squad Move In:** This card can target the same Alien card twice and therefore can kill a card with Toughness.
- **Secure The Perimeter:** The Marine player chooses which of this card's effects to use.
- **Small Arms Fire:** This card does not count towards the Marine player's limit on the number of cards that can remain in play on a single battlefield. It is always considered extra.
- **Toughness:** To remove a card with Toughness from play, like the *Alien Queen*, the card must be targeted twice by a card that would kill an Alien. So, for example, two separate *Short Controlled Bursts* would be required to kill the Queen, but *Second Squad Move In* or *Let's Rock*, which can kill 2 Aliens, would do it alone. Use a token to mark the first hit and then remove the card with Toughness on the second hit. Toughness does not protect from the *Airlock* or *If It Comes To That, I'll Do Us Both*.

*The effects of *Newt* & *If It Comes To That, I'll Do Us Both* are changed from Mark Chaplin's original version of the game.