

Alien: Fate of the Nostromo House Rules

by Bobby Goodman III - Version 7.13.2026

Players and Crew

Play with all 5 crew. Put the Crew placards in order at the start of the game. When a player takes a turn, they activate whichever crew is next in order.

Objectives

Put 4 random objectives in play. If none are "Crew Meeting," draw a 5th objective. (Replace it if it is "Crew Meeting.")

Morale

Morale always starts at the max level (Crew 4-5). Once reduced to zero, Morale cannot be recovered. If you complete an Objective, recover 1 Morale. Once per turn, while in the same space with at least 2 other Crew, the active Crew member may spend 2 Actions to recover 1 Morale.

Wounds

Once Morale is reduced to zero, Crew members begin to take Wounds individually (and things that reduce Morale instead cause Wounds). Once a Crew member takes Wounds equal to their Action Points, they are eliminated from the game. While at the Med Bay, a Crew member can spend 1 Action and 1 Scrap to heal 1 Wound.

Scrap and Crafting Items

Scrap must be held in one of your inventory slots, but this one slot holds any number of Scrap. It costs +1 Scrap to craft items while on the Main Deck.

Grapple Gun

While in your inventory, you may pick up Scrap, Coolant Canisters or dropped Items from adjacent spaces (this does not Flip or Discard the Grapple Gun.) Can only be used against an adjacent Alien.

Ash

He only moves around picking up scrap. He does not affect the Crew, unless "You Have My Sympathies" is revealed. He cannot be immobilized.