CREW EXPENDABLE
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.

cannot enter alien space?

Ideas

reduce number of objects player increase, not the other way around (7 minus # of players?)

2 player 5 objectives
3 player 4 objectives
4 player 3 objectives
5 player 2 objectives

2P:

Play with all 5 characters. Alternate between players (will change each cycle because there are 5)

Gain 1 Morale when flip an objective.

If morale gone, then characters have individual health dice (Alien rpg dice).When reach 1 (face hugger) = dead.

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some of this is good

The following is my house rules for playing solo with Crew Elimination. I usually lose but the game tends to be close. The rules have been tested together for so many games I've lost count. If you want to maintain game balance, I recommend playing them as they are and not try to cherry pick. If you play multiple times, you should learn the tricks needed to have a fighting chance. If you still find it too hard, I recommend reducing the number of objectives by one.

If you play as a group, keep the number of crew as five and split the crew between the players. I do not recommend having more than four players as you are likely to lose at least one crew and that will result in one or more players having to sit the rest of the game out.

The rule for placing scrap in a free slot comes from the Director's Cut variant. The rest of the rules are my own but if someone has already posted the same rule I am happy to give a mention.

Each Crew can take a maximum of three wounds. So, you will need 15 wound tokens. All the text on components and cards remain unchanged with the sole exception of the player reference card for the Electric Prod.
Old: "Reduce the amount of Morale lost when encountering the ALIEN by 2"
New: "Reduce the amount of Wounds lost when encountering the ALIEN by 2"

The new Advanced Rules

Crew Order of Play
This variant involves playing all five of the crew. After reading the objectives, place the five Crew Placards in the order of play decided by the players.

Crafting Items
Items can only be crafted in a room in the Sub Deck.

The Med Bay
Once per player turn, in the Med Bay, a Crew Member may use an Action and spend a Scrap token to remove two Wounds.

Ladder Range
If the Alien is on a different deck, the range is reduced to the adjacent space. So, an Alien on a different deck can only be attacked in the ladder space and from the other end of the ladder. This affects the Grapple Gun, the Incinerator and the Motion Detector.

Scrap Slot (Director's Cut)
Scrap tokens must be placed in a free slot on the player’s inventory. Any number of Scrap Tokens may be placed in the same slot.

Bite Attack
A Bite Attack reduces Morale by one but the remainder are applied as Wounds.
1 value Bite: Reduce Morale by one.
2 value Bite: Reduce Morale by one and cause one Wound.
3 value Bite: Reduce Morale by one and causes two Wounds.
4 value Bite: Reduce Morale by one and causes three Wounds.

Group Attack
If there is more than one Crew member in a room and the Alien moves into that room, the Active Player chooses which Crew member is attacked. If an attack inflicts Wounds on a crew member in a room with others (after the attack is resolved and before the crew flee) the Active Player chooses one of the crew in the room to take one additional Wound.

Eliminated

If the Wounds of a Crew Member exceeds three, they are Eliminated. Reduce Morale by three. Remove the figure from the board. Place all their Scrap tokens and items on the space where they were eliminated. Be aware one final mission cannot be completed with less than two crew and if you have only one left, you lose.

The Electric Prod
The Electric Prod can only be used to reduce Wounds and not prevent Morale loss.

Final Objective Morale Boost
If the Final Objective is revealed, move the Morale marker back three spaces. So, you gain three Morale.

Ash
Ignore the rule in the rulebook that Ash never moves if a Crew Member is in his space. Instead follow the text on the Ash Order 937 Encounter cards.

The Motion Detector revealing Jonesy the Cat
If the Jonesy token is revealed using the Motion Tracker, it is shuffled back into the stack, unless the player has a Cat Carrier. In this case, the player may choose to leave the token face-up and the token may be encountered by moving into the space. The face-up token is shuffled back into the stack if another Jonesy token is revealed or the Lost the Signal encounter occurs.

Moving into the same space as the Alien figure
Only Dallas may deliberately move into a space with the Alien figure.

Ripley must survive
The game is lost immediately Ripley dies.

Do not skip the Encounter Phase after a Surprise Attack (Rule Change)
The only time the Encounter Phase is skipped is if the player uses the Incinerator item during their turn. Revealing an Alien bite token through a Surprise Attack ends the player's turn but does not cause the Encounter Phase to be skipped. This is a rule change which makes the game more challenging and tense but it does make it harder.

FAQ & Errata

The Cat Carrier
If a player has a Cat Carrier and reveal a Jonesy token, place the token under the Cat Carrier. If the Cat Carrier is dropped, the token remains under the Cat Carrier. If another Jonesy token is revealed, it is removed from play.

Escape on the Narcissus
For the Final Mission requiring a Cat Carrier, a Jonesy the Cat token must be inside the carrier.

The Motion Tracker
The cost shown in the rulebook is incorrect and should be 2 and not 3.

Flashlights and Electric Prods
These items can be only be used in the room the Crew member is in. The Flashlight can be used to negate the Morale loss from the Alien and from Ash but only for the Crew Member holding the Flashlight. So, if Ash moves into a room with three Crew where none has Scrap and one has the Flashlight, morale will be reduced by two. The Electric Prod can only be used to reduce wounds on the Crew member with the item.

Fleeing three spaces
if you encounter the Alien, you must flee three spaces. You may only flee less if there is no other option. Fleeing to a space less than three spaces away is prohibited even if down a corridor.

Order For Resolving Multiple Events
Alien first, then Concealed token and, finally, Ash.

The reason why there are four objectives if one of them is Crew Meeting and five otherwise is that the Crew Meeting objective is very hard to complete. If it is one of the objectives, it is worth accepting the need for a fairly early death of at least one Crew Member.

The rules are more an advanced version of the base game than a radical re-write. They have been play-tested and do work. I am happy to answer questions but please read these rules carefully and consider why they are as they are before posting. IMHO the new rules are self-explanatory. Hopefully!
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If you tend to win with the new advanced rules, reduce the Morale gain from revealing the Final Objective by one or more and (if you still win) increase the number of objectives by one.