

MISSION ALPHA

MARINES

Target a Room. Interact

ALIENS

Target 3 Door pieces. Destroy

PREDATORS

Gain 5 Frags.

MISSION BETA

MARINES

Target a Room. Interact and Carry back to starting position.

ALIENS

Target a Tile. Interact.

PREDATORS

Gain 3 Trophies

MISSION DELTA

MARINES

Target Rooms. Interact and Carry back to starting position.

ALIENS

Target Tiles. Interact.

PREDATORS

Target Rooms. Interact.

MISSION EPSILON

MARINES

Target a Tile. Interact.

ALIENS

Target Tiles. Interact and Carry back to starting position.

PREDATORS

Target a Tile. Interact and Carry back to starting position.

MISSION ETA

MARINES

Target Tiles. Interact.

ALIENS

Target Rooms. Deliver.

PREDATORS

Target a Tile. Deliver.

MISSION GAMMA

MARINES

Target Rooms. Interact.

ALIENS

Target a Tile. Interact and Carry back to starting position.

PREDATORS

Target a Room. Interact

MISSION IOTA

MARINES

Target a Room. Deliver.

ALIENS

Target Tiles. Deliver.

PREDATORS

Target a Room. Damage.

MISSION HAPPA

MARINES

Target Rooms. Deliver.

ALIENS

Target a Room. Damage.

PREDATORS

Target Rooms. Damage.

MISSION LAMBDA

MARINES

Target a Tile. Deliver.

ALIENS

Target Rooms. Damage.

PREDATORS

Target a Room. Interact and Carry back to starting position.

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MISSION MU

MARINES

Target Tiles. Deliver.

ALIENS

Target a Tile. Damage.

PREDATORS

Target Rooms. Interact and Carry back to starting position.

SE

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MISSION NU

MARINES

Target 3 Air Vent Tiles. Remove Tiles.

ALIENS

Target Tiles. Damage.

PREDATORS

Target a Room. Deliver.

SE

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MISSION OMICRON

MARINES

Target Rooms. Damage.

ALIENS

Target Rooms. Interact.

PREDATORS

Target a Tile. Damage.

SE

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MISSION PI

MARINES

Target a Tile. Damage.

ALIENS

Gain 3 Trophies.

PREDATORS

Target Tiles. Damage.

SE

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MISSION RHO

MARINES

Target Tiles. Damage.

ALIENS

Gain 5 Frags.

PREDATORS

Target a Tile. Evacuate.

SE

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MISSION SIGMA

MARINES

Target a Tile. Evacuate.

ALIENS

Target a Room. Interact and Carry back to starting position.

PREDATORS

Target a Room. Evacuate.

SE

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MISSION TAU

MARINES

Target a Room. Evacuate.

ALIENS

Target Rooms. Interact and Carry back to starting position.

PREDATORS

Get 5 Frags.

SE

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MISSION THETA

MARINES

Target Tiles. Interact and Carry back to starting position.

ALIENS

Target a Tile. Deliver.

PREDATORS

Target Tiles. Deliver.

SE

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MISSION XI

MARINES

Target a Room. Damage.

ALIENS

Target a Room. Interact.

PREDATORS

Target Rooms. Deliver.

SE

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MISSION YPSILON

MARINES

Gain 5 Frags.

ALIENS

Gain 5 Frags.

PREDATORS

Get 3 Trophies.

SE

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MISSION ZETA

MARINES

Target a Tile. Interact and Carry
back to starting position.

ALIENS

Target a Room. Deliver.

PREDATORS

Target Tiles. Interact and Carry
back to starting position.

SE

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