

THE HUNT BEGINS

THE HEIST

VERSION 1.1

“THE HEIST” GAME MODE

The M577 APC is carrying precious cargo in its hold. That may be a cluster of Jar’o’Huggers, a valuable Clan Totem or anything you can come up with. All that matters is that you get it back. Now.

“The Heist” is a fun two player Mode where the defender must escort the M577 APC to its destination with the cargo intact, while the attacker has to hijack the cargo! While we recommend using the Marines as the thematic defenders of the M577 APC, there is nothing stopping you from playing a Horde of Xenomorphs trying to impregnate a Sleeping Elder (we can’t call them beauties now, can we?) being carried within the M577 APC by the Predators, or in fact any other reasons and combinations you can imagine.

SETTING UP “THE HEIST”

1. In order to create the game board for “The Heist”, each player must place at least 10 Tiles following the normal rules, making sure they leave enough empty connection points for Rooms. Calculate the longest path, and place the Armory and Hibernation Room to each end, then proceed to close up any connection points, placing Air Vents and Doors as normal.
 - a. The Defender chooses either the Armory or Hibernation Room as their Starting Area (adding extra Tiles as normal when using larger Forces, the M577 APC counting as taking up 12 Occupation Points) and places one Objective Token to the Attacker’s Starting Area (the Room not chosen by the Defender). This is the Destination the M577 APC has to reach in order to win the game.
 - b. The Attacker deploys his Forces at the Attacker’s Starting Area (continuing deployment towards the Defender’s Deployment Area when the Room becomes fully occupied), and places 4 Objective Tokens onto (or inside!) the M577 APC.
2. The M577 APC is always placed onto two legal adjacent Tiles (front side always closer to the Destination Tile than its rear side), and uses up 6 occupation slots from each Tile (12 occupation points in total). It cannot enter:
 - a. any Predator Ship/Pod Tiles
 - b. any Dead-End Tiles
 - c. Air-Vents
 - d. Any Room Tiles (apart from the Armory and the Hibernation Room)

CORE RULES

1. If no player has fulfilled their Mission Objectives, after the “Check Victory Conditions” step and none of the Attacker’s Models are on the same Tile as the M577 APC, move the M577 APC one Tile forward (closer to the Objective Token), regardless of the Tile’s available Occupation Points. Resolve any Splash! (P) Hits and then displace any Models in excess using the Engage by Displacing rules.
 - a. When the M577 APC could follow more paths than one (more than one path have the same distance from the destination in Legal Tiles), the Defender chooses the path the M577 will follow.

Designer’s note: Remember that after moving, since the M577 APC always occupies two Tiles, its rear part will now occupy the Tile which was occupied by its front part before moving.

2. All Models may perform Interact Actions while being on the same Tile with the M577 APC and no other enemy Models. Models never count as engaged with the M577 APC and don’t need to end their move when entering the same Tile.
3. The M577 APC cannot perform any actions or be targeted by Strategy Cards, and cannot receive damage by any means.
4. The M577 APC has the Splash! (P) and Overkill (P) Special Skills
 - a. Splash! (P): When a Model with this Skill ends its Movement on the same Tile as one or more enemy Models, each enemy Model on the same Tile with it receives a S11 AVVo Autohit.
 - b. Overkill (P) If 3 or more Models are removed as Casualties by the Splash! (P) Special Skill in one Game Turn, the Defender places a Splash Token (use an Objective Token from the Faction not participating in the Game, or a Speed Bump Token if you own any) on any Tile adjacent to the M577 APC (but not occupied by the M577

APC!). Models (friend or foe) must end their Movement when entering a Tile containing a Splash Token, and at the end of their activation must roll for Acidic Blood (P) as if a Xenomorph has just been killed (no Acid Damage Tokens are placed, and it may only affect the Model that just ended its activation.). At the end of the next Turn, remove the Splash Token from the game board.

“THE HEIST” MISSION OBJECTIVES

1. Defender’s Mission Objective: The M577 APC must reach the Destination Tile with at least one Objective Token remaining in its hold.
2. Attacker’s Mission Objective: Carry all Objective Tokens to a safe Location (Vents). Troop Type Models may use the “Carrying a Token” and “Deliver to Vent” Mission Special Rules, to pick up an Objective Token from the M577 APC and lead it to safety.
 - a. Any Tokens that have been dropped on the Game board can be picked up by both Attacker’s and Defender’s Troop Type Models. The Defender can return them to the M577 APC using the “Carrying a Token” and “Deliver to Vent” Mission Special Rules, considering the M577 APC as the “Vent”.

In the rare occasion where the M577 APC reaches the Destination Tile without any Objective Tokens on it, and the Attacker has not yet completed his own objective, the game is a Draw.

“AMMO STASH” OPTIONAL RULES

No-one expected alien boarding actions, and least of all, the need to mobilize an APC within the ship’s corridors! However, hidden ammunition crates are located in strategic positions throughout the USSS Theseus as protocol dictates.

You may choose to play “The Heist” with the “Ammo Stash” optional rules. These rules add some more spice to “The Heist” game mode, and allow for more interaction with the M577 APC.

- Deployment:

After setting up the game board and before deployment, each player takes 4 Acid Damage Tokens and they take turns to place them face down (black side up). These count as your Ammo Stash Tokens. Use the following guidelines:

- No Tile can hold more than one Ammo Stash Token
- The Tokens have to be placed at least 3 Tiles away from any player’s Deployment Area.

- Activation Phase, Model Actions:

- While on the same Tile as an Ammo Stash Token, any of the Defender’s Models can spend an Interact Action to claim it! Remove that Ammo Stash Token from the Game board and place it on the APC.
- While on the same Tile as an Ammo Stash Token, any of the Attacker’s Models can use the “Damaging a Tile/Room” Mission Special Rules to destroy that Ammo Stash Token and remove it from the Game board.

- During the “Victory Conditions Check” Phase, and immediately before moving the M577 APC, the Defender may choose to discard Ammo Stash Tokens from his stack on the M577 APC to fire its weapons. The M577 APC:

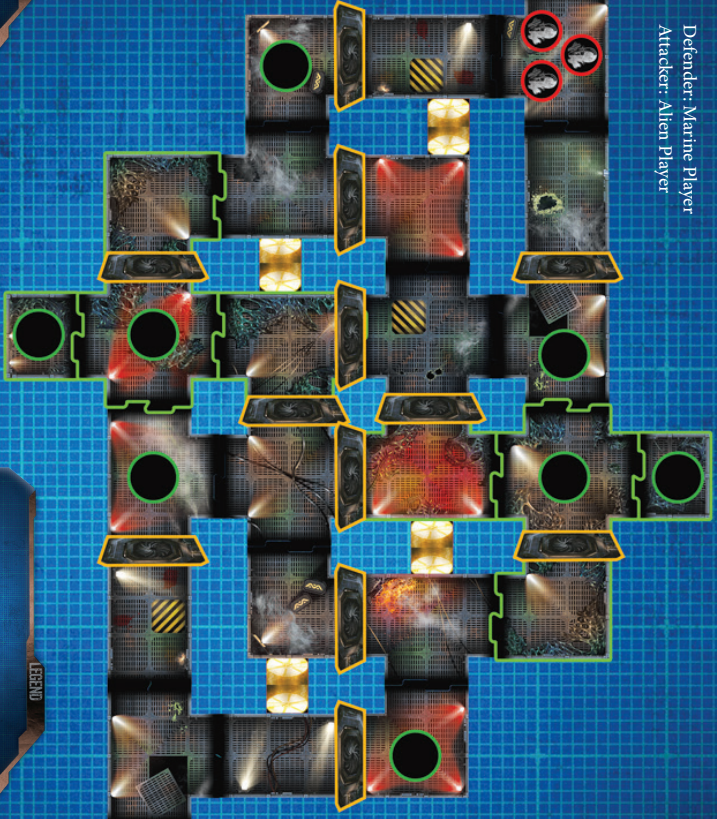
- may shoot with one weapon (Discard 1 Ammo Stash Token), or shoot with all weapons (Discard 2 Ammo Stash Tokens).
- may not shoot at Targets on its own Tile.
- has an RS of 14
- for each weapon’s LoS, it counts as being on the Tile located on its respective location as marked on the following index

WEAPON NAME	ST	ROA	AVV	ABILITIES	LOCATION
Plasma Cannon	16	1	6	Hot Plasma (P)	Rear
Beehive Anti-Personnel	8	4	0	Guided Fire (P)	Front
Fletchettes				Blind Spot (P)	

- Blind Spot (P): May not trace a LoS through this Model’s rear side (may not Shoot at Models at its rear).

EXAMPLE MAP SETUP

Defender: Marine Player
Attacker: Alien Player



CORRIDORS/ROOMS
INFESTED CORRIDOR
DOORS

RAMP HORRO TOKEN
(RICO DAMAGE TOKEN - BRCK)

DEPLOYMENT TILES
MARINE
ALIEN

OBJECTIVE MARKERS
MARINE
ALIEN

