

MISSION "PRISON BREAK"

Meanwhile at the Facility...

Ever since that ship came down burning from the sky, weird incidents are taking place in the facility. People are disappearing, inexplicable power failures occur. Something dark lurks in these corridors...

Briefing:

Marines:

We had enough of this! We will not have another soul vanish. Arm yourselves with anything you can, and regroup to organize our counterattack!

Aliens:

This is the perfect location for the Hive to make it's nest. Hide! Multiply! Thrive!

Predators:

It's open season and the hunted can't outrun the hunters in these confined environments. Let's show the younglings the way of the Elite.

Victory Conditions:

Marines:

- Reach the Guardhouse (Armoury) and perform an Interact Action with 2 different Models.
- Melt the Locked Door control panel (marked Door - opens by spending 2 Action Points instead of 1) and then gain information on the situation by performing an Interact Action within the Monitoring Room (Bridge). This door cannot be opened by Predator or Alien Models.

Aliens:

- Drag at least 2 Hosts (Alien Mission Objective Tokens) to the hive. Use the "Carrying a Token" and "Deliver to Vents" Mission Special Rules.
- Destroy the Power Station (Engine Room). Use the "Damaging a Room" Mission Special Rule.

Predators:

- Gain 6 Trophies. Use the "Trophy Collection" Mission Special Rules.
- Reach the Yard (Jungle Clearing) and set up a Shrine by performing an Interact Action. This Objective can only be completed after you have gained 2 or more Trophies.

