

MISSION "HAZARD CONTAINMENT"

These remarkable species have been fighting each other for as long as the records go. We need to document their natural tendencies and behavior, and we might never get a better chance. Send in the operatives to box them in.

Briefing:

Marines:

HQ wishes to study the behavior of these natural enemies. Lock down part of the ship and block any escape routes so the lab boys can observe through the ship's vid feed.

Aliens:

The prey senses our strength and is panicking. Hunt them now and leave none alive. Catch one of our captors, of the ones who experimented on us, and bring him to the Hive; it is our turn now.

Predators:

The Hive is growing beyond our control. The Jautja make their final stand. Set up the charges and blow up the ship. Disable the controls for the Escape Pods to prevent any enemies surviving.

Victory Conditions:

Marines:

- Reach all 3 Marine Mission Objective Tokens and perform a „Seal the Bulkhead“ Action while standing on that Tile; remove the Marine Mission Objective Token if you succeed. Once all three are removed, this objective is complete.
- Block the escape routes. Destroy any two Air Vents using the “Weld It Shut” Action.

Aliens:

- Reach the Scientist (Xenomorph Mission Objective Token), and bring him to the nest. Use the CARRYING A TOKEN and DELIVER TO VENTS Special Rules.
- Gain 5 Frags.

Predators:

- Reach the Engineering Bay or the Bridge, and spend one (1) Action Point to disable the controls and complete this objective. This counts as an Interact Action.
- Reach the central junction and spend two (2) Action Points to set up the charges. This counts as an Interact Action. This objective cannot be completed first.

