AVP™

THE CAT BEGINS
GAME MODE

VERSION 1.0

CAT ROULETTE

story by Henrik Dudaczy

USCSS Theseus, canteen, T -1 hour before emergency status

"Look at what the cat dragged in!", Captain LeGrand gasped as Chester, the ship's cat, enters the kitchen. Rebecca raised her head interrupting her check of the meals inside of the oven. "W-What is this?", she asked uncertain if she wanted to know the answer. "I'm not sure. I have never seen something like this before.", LeGrand kneeled down to examine the knobby, beige coloured, spider-like creature. "Don't touch it!", Rebecca snapped. "Easy, easy it's dead already, see.", he pokes the something with his knife. Immediately the knife begins to sizzle and melt. "What the heck?!", LeGrand jumped to his feet dropping the malformed piece of metal. "Is that acid?". Frowning, Rebecca stared in disgust. "Protocol dictates I should wake the Marines. With your permission captain", said Rebecca, fear clenching her intestines. Without waiting for an answer Rebecca turned on her heel and headed to the cryo tubes section.

Canteen, T -15 minutes before emergency status

"Well, well, well what do we have here. A good old 'hugger.", Sergeant Darron leaned forward to examine the dead creature. LeGrand looked concentrated and pointed at Chester, "The cat brought it. No idea where this comes from." "The cat?", Private Danone asked disbelieving. Corporal Twain gave a chuckle, "Must be a real special cat if he is able to kill an acid blooded Xeno." Like he would be answering Chester gave a meow and purred deeply. "Indeed, it is.". Everyone turned to look at the doorway. Dr. Hallbury corrected his small glasses and looked at every single one of them. Rebecca never liked this stocky and thin man who tends to stroke his bold head. He always seems totally arrogant to her. "What do you mean?", asked Private Roper. Hallbury cleared his throat. "This means that subject 465, so called Chester, is a scientific project of mine." Corporal Twain looked upset, "It is genetically modified, is that what you wanted to say?" "Indeed.", the Doctor nodded. "Damn this shit, first we got bugs and second you are telling us we got a modified wonder cat.", Sergeant Darron looked all but happy. Out of a sudden a rumble went through the whole ship and the boarding alarm went alive. Chester started to hiss. "Easy boy.", Twain stroked Chester's back, "Where have you found that little bugger?" The cat looked at the Corporal in silence. Then Chester meowed and flew through the whole room in just one big jump. As fast as lightning he disappeared in the shadows. "No get back here!" cried Hallway without any success. "Something is totally wrong here.", Darron started to order the men around him, "LeGrand wake all civilians and get them somewhere safe. I will wake the rest of the boys and get them ready to rock and roll. Twain …". "We instantly need to retrieve that cat. He is worth millions! I'd rather not think about what happens if the Xenomorphs are able to catch him.", Hallway interrupted. Darron glanced at the Doctor without a wince. "Twain take your squad and do a sweeping round. Report everything unusual and find that cat." "Chester headed to the engine bay. Is someone down there?", now the Corporal looked at the still somewhat shocked Rebecca. "J-Jones and two other technicians should be there. But they missed their last status report half an hour ago" Twain's mood darkened, "Damn!"

Engine bay access, T +5 minutes after emergency status

"Oh man why do we have to search that cat again? Don't we have other problems?", Danone grumbled. Roper answered, "Because the corporation pays us to do so dear Danone. Also, Chester disappeared as Twain asked him where he had found that facehugger… maybe he wants to show us that place?". "Cut the chatter and stay focused. Something is here with us!", Twain intervened. The whole squad raised their weapons and tightened their grips. They could hear it now, a quiet meowing somewhere up front. "Get ready guys we're close!"
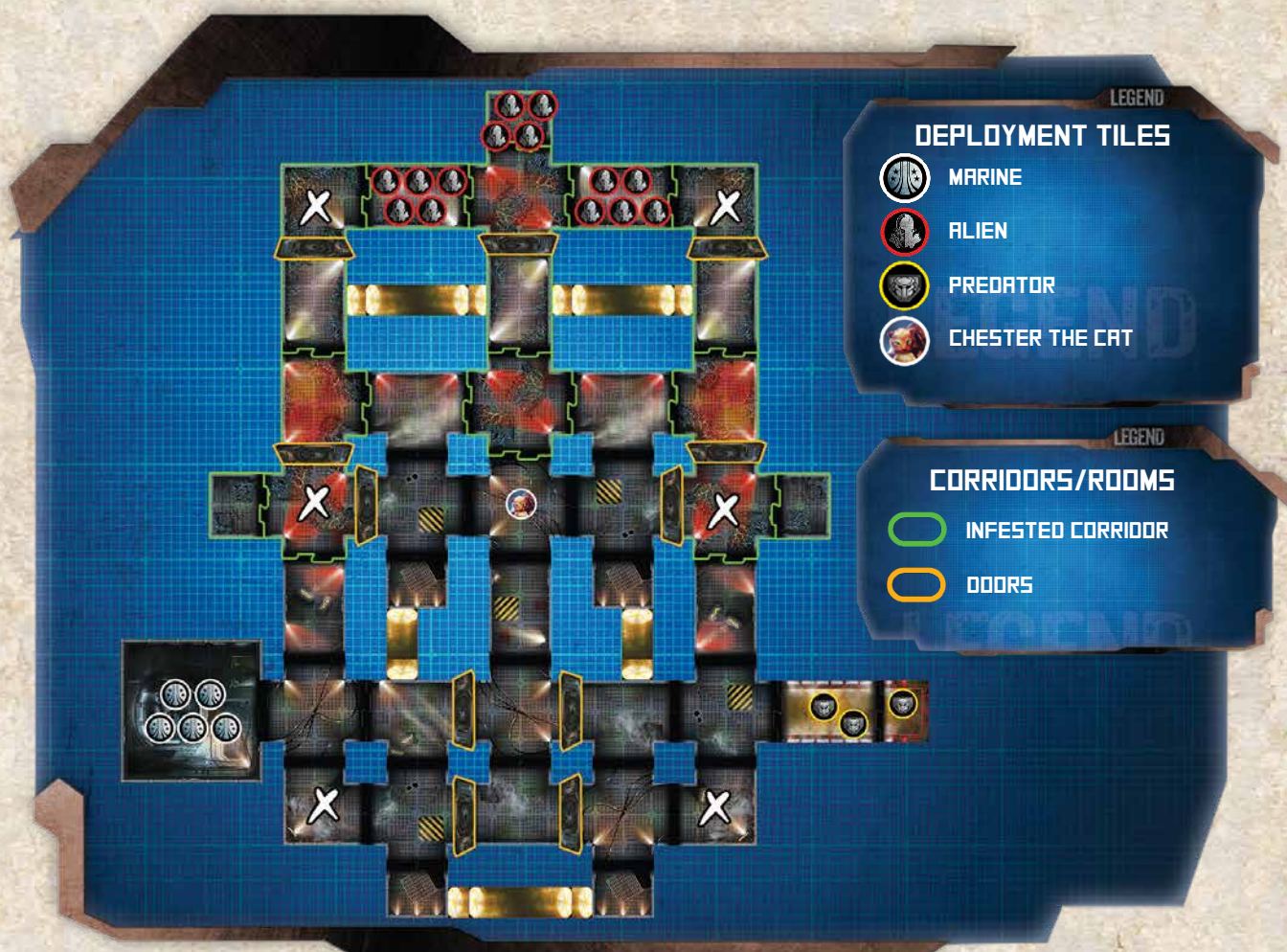
"AVP: THE CAT BEGINS" GAME MODE

INTRODUCTION

Based on the mode concept of Sebastian Lamch
2nd Prodos Games Community Contest Runner-up

AvP: The Cat Begins is a new 4-player Game Mode, allowing one player to control Chester the Cat, while the others compete to capture him. While Chester runs around the ship, partly to reveal secrets and partly due to the confusion and chaos created by the blaring alarms, each Faction chases him to either rescue the asset, claim a unique trophy or simply because that's what they do.

THE GAME BOARD

We recommend that you use this setup for your first few games, although altering the map later on your own will allow for more fun to be had with Chester.

LEGEND

DEPLOYMENT TILES

- MARINE
- ALIEN
- PREDATOR
- CHESTER THE CAT

CORRIDORS/ROOMS

- INFESTED CORRIDOR
- DOORS

THE MODE RULES

SETUP

After setup, each player places their Forces on the Tiles marked for their Force. They must place at least one Model on each marked Tile. We recommend selecting your Forces as described on page 42 of the 2nd Edition Rulebook (9.0 Campaign Missions) or alternatively select units of up to 200 points as described on page 56 (10.1 Force Lists).

The player controlling Chester places 1 Objective Token from each Faction on different locations marked with an X. Then, the other players roll initiative and each player places 1 Objective Token from their Faction on any of the remaining locations marked with an X.

The player controlling Chester also takes in front of them 3 „Nine Lives" Tokens (represented by an Acid Damage Token or any other suitable marker).

CHESTER RULES:

- Chester is unaffected by Environmental and Strategy Cards
- The player controlling Chester never rolls for initiative.
- After a player activates a Model, the player controlling Chester rolls a die. On a 1-6, he is allowed a Player Turn and activates Chester having only 1 Action Point to spend, but does not place any Activation Tokens.

  The Actions Chester can perform are:
  - Move
  - Run
  - Interact
  - Pass
- Chester considers all other Models as Friendly (and vice versa) and thus may end his Move (and perform Interact Actions on) Tiles containing other player's Models, except Engaged Tiles.
- When standing on a Tile adjacent to an Air Vent, Chester may expend his Action to roll 1 die to Move to the other side of the Vent. On a 1-10 Chester is placed on the Tile adjacent to the other end of the Air Vent, on any other result the Action is lost.
- Chester does not take up any Occupation Points, and may not open doors.

THE GREAT EQUALIZER:

At the beginning of each Game Round, count the number of Predator Models still in play (excluding Hellhounds).

The player controlling the Predator Faction receives that amount of "Pass Tokens" (represented by "Hide" Tokens or other suitable counters), which they can discard instead of activating one of their Models (this does not count as Activating a Model). Also, when Fatigued they may discard a corresponding number of Pass Tokens instead of Deactivating Models.

Then, the player controlling the Alien Faction receives the exact same amount of "Freeze Tokens" (represented by "Hide" Tokens or other suitable counters), which they can discard after they activate one of their Models to prevent the player Controlling Chester from rolling to activate.
Example: The Predator player controls a Warrior Elder, a Warrior, a Hunter and a Hellhound. They receive 3 Pass Tokens, and the Alien player receives 3 Freeze Tokens.

VICTORY CONDITIONS:

Chester Victory Conditions
The player controlling Chester wins if at the beginning of Chester's activation he has collected 1 or more Objective Tokens from every Faction.

Faction Victory Conditions
Any other player wins if they successfully catch Chester.

CATCHING CHESTER:

Any unengaged Model on the same Tile as Chester may perform an Interact Action to roll a die. On a 1-10 they catch Chester and win the game.

FELINE AGILITY:

If Chester ever is caught, the player controlling him may discard any Nine Lives Token or an Objective Token matching the Faction that caught him to escape. Place Chester on any Tile adjacent to an Air Vent. Try not to run out of tokens; even cats don't always land on their feet.

FATIGUE:

At the beginning of a Game Round, if Chester is in possession of any Objective Tokens, the players whose faction's Objective Token is held by Chester deactivate half their Models, rounding down (place an Activation Token on each such Model).