

## MISSION "FIERY THE ANGEL FELL"

Beyond the viewport, the Colony spread out, visible despite the ship's distance. Civilians would now be waking for their daily routines. "Run that past me again, Corporal" the Captain ordered. "Our cargo turns out to be Xenomorphs, which are as we speak out of containment in unimaginable numbers. Probably a corporate agent's work" came the reply in a failing voice, as the trail of a small craft speeding away from the ship obscured the view. "Another day in the Corps, then. Any trace of anything less than 100% human does not reach the surface; let's burn this ship, even if it's the last thing we do."

### Briefing:

#### Marines:

We fight our way to the bridge, hack the ship so it'll come in too steep and defend the bridge till it starts burning up. You will extract yourselves only after the job's done, Marines. Not a second sooner.

#### Aliens:

Save the hive! The humans would destroy it. slay them! Keep the eggs safe, hidden where they don't expect them to be.

#### Predators:

Our search has been long and futile until now, but the Hunt is upon us. We took our first trophy too easily and honor is not satisfied. Time is short but to leave without more trophies would be worse than death.

### Victory Conditions:

#### Marines:

- While on the Bridge, perform an Interact Action and remove a Marine Mission Objective Token to hack a vital system. Once all systems have been hacked, this objective is complete. As soon as the third Token is removed, immediately use the Imminent Destruction and Collapsing Tile Mission Special rules, with the following modifications: Immediately roll, and count the Armory as the first Collapsing Tile.
- Safely extract at least one marine, by moving onto the Escape Pod after the Imminent Destruction Mission Special Rule takes effect, as long as the Escape Pod is not an Engaged Tile.

#### Aliens:

- Carry at least one egg (Alien Mission Objective Tokens) to the Escape Pod or Predators Pod. Use Carrying a Token Mission Special Rule.
- Gain 7 Frags

#### Predators:

- Claim a total of 4 Trophies, at least one from each enemy Faction. Use the Trophy Collection Mission Special Rules, with the following Exception: Trophies can only be picked up if they are on Tiles at least 4 Tiles away from the Predator Pod.
- Extract with them safely, by moving the model/s carrying the Trophies to the Predator Pod, while the Predator Pod is not an Engaged Tile.

### DEPLOYMENT TILES

- MARINE
- ALIEN
- PREDATOR

### OBJECTIVE MARKERS

- MARINE
- ALIEN

### SUGGESTED FORCES

We suggest you use the following forces:

**Marines:**

- 1 Squad of 5 USCM, and 2 extra Marines armed with Pulse Rifle and Combat Knife
- 3 Sentry Guns
- 1 Power Loader

**Predators:**

- 1 Warrior with a Combi-Stick and a Wrist Dart
- 1 Warrior with a Smart Disc
- 1 Hunter with a Wrist Blade and Plasma Caster
- 2 Youngbloods with Wrist Blades and Wrist Dart
- 1 Vocal Mimicry

Alternatively, you may use any combination of units up to 250 points (Advanced Rules).

**Aliens:**

- 8 Infant Warriors
- 5 Warriors
- 5 Stalkers
- 5 Facehuggers

### CORRIDORS/ROOMS

- INFESTED CORRIDOR
- DOORS

### BREACH LOCATIONS

THESE MARKS ARE ONLY USED WHEN PLAYING THE LAST STAND GAME MODE  
SEE PAGES 60-61 FOR DETAILS

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